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# ELECTRONIC GAMING MONTHLY

First Shots of **GRAN TURISMO 2**

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# GAMERS' Choice AWARDS

We Voted. You Voted.  
The Best Games of 1998.

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Grandia II • Marvel vs. Capcom • Quake II  
Monster Truck Madness • UmJammer Lammy  
Fighter Maker • Beetle Adventure Racing



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ELECTRONIC ARTS

# Blindingly Obvious

By John Davison • john\_davison@zd.com



**T**his whole awards issue is always a big surprise to you know. Every year it's blindingly obvious that a mere handful of games are truly worthy of being commended and yet every year everyone gets whipped up into a frenzy about who's won what and why one game should beat another within a certain genre. It's great that people are so passionate about the games out there, and it's also great that we can make a big public fuss about the stuff that really deserves it. It's also sad though that of the hundreds and hundreds of games released in 1998, only a handful were really worth considering. I don't want to pass on anyone's parade here...but nothing came even remotely close to giving *Zelda* or *Metal Gear Solid* a run for their money for Game of the Year on each respective system. We may have fought among ourselves over "Best Sports Game" or "Best Music"—but when it came down to the silly pretty...it was pretty much a two-horse race.

On the whole, last year was a great year for gaming (and we've listed many of the reasons in our awards feature). The *PlayStation* became as common as, I dunno, toilet paper, the *N64* boasted the best game of all time and quality and common sense prevailed as we learned *GoldenEye* was the biggest selling game of the year...but there was unfortunately trash too. For every great step forward made, there was some equally debilitating one along the road—and I'm sad to say that it's mostly U.S. publishers and developers who are responsible.

I don't know if you noticed, but there was a distinct lack of genuine creativity in a lot of last year's games. How many snowboarding games did we have to endure? How

**"It's going to be a Star Wars spooze-athon next month. So make sure you get a copy."**

many derivative pieces of crap were shoveled out without anyone really paying attention? How many games scored 2.0's and 3.0's from the Review Crew? How many commercially driven sequels did we have shoved up where the enjoyment of the gamers who play them were never really considered? It's sad that for every one of the incredible games that even got nominated for our awards, there were herds of others that we've all probably forgotten about already. On one hand we gave out more 5.0's than ever before last year...but we also saw *Crispin* go scarlet with anger at the crassness of different games more times than I'm sure is healthy.

Fortunately, the cream of the development community seems to be motivated into giving us more of the good stuff. 1999 looks set to be the "glory year" for the existing systems...all of the good trends from last year are already being very apparently capitalized upon—and to top it off, we also get *Star Wars*!

Watch out next month for what is sure to be the most collectible issue of *EGM* ever, with details of not one, but two new *Star Wars* Episode One games...and some exclusive cover art you won't ever find anywhere else. It's going to be a *Star Wars* spooze-athon next month. So make sure you get a copy.

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Contrary to previous reports, *Fighter Maker* is now on its way here.



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*If this were Los Angeles, it would be considered a Stage 8,000 Smog Alert.*



PlayStation 2 Online Play requires Internet connection and Network Adaptor for PS2. Online play requires Internet connection and Network Adaptor for PS2.

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Compiled by Shoe

## Letter of the Month

### An Excellent Equation

The interview with George Romero in EGM #115 has got me thinking about the whole movies of video games thing. It seems to me that the disappointing trend of bad movies of games is starting to become a thing of the past. I recently saw about half of *Double Dragon* on Superstation WTBS (that was all I could stand) and then compared it to the other big game-to-movie flops, namely *Street Fighter: The Movie* and *Super-Mario Bros.* and thought about what it was that made these movies poor material for entrance into the Hall of Fame. The problem with these movies is that the games on which they were based didn't really have an underlying story in the first place. And as we all know, when it comes to movies, no story equals no story line equals a complete waste of time.

Hope for the whole movies of games business, though, came some years back in 1995 with the release of *Mortal Kombat*. For the first time, a movie based on a game was not geared toward kids, but rather the

teen and up audience (steering to the soundtrack alone will clue you in on that). What separates *Mortal Kombat* from the other bombs is the *Mortal Kombat* games: the movie is based on actually having a good story from which the movie could work off. In other words, **great story plus awesome action sequences plus good character development equals a blockbuster movie.**

This is what gives me hope for the future of movies based on video games. With titles like *Resident Evil*, *Final Fantasy* and *Tomb Raider*, we're finally getting better choices. These games all have good stories to make a movie from and the producers will not have to rely on name recognition alone to get people to go see them. Hopefully, this trend will continue. Maybe soon, we'll even see a good game-to-television trend. *Mortal Kombat: Conquest* is cool, and I can imagine how cool a *Resident Evil* or *Metal Gear* series could be. You never know, it just might happen.

**Gabriel Hernandez**  
Address withheld

Your good ideas plus a few good ideas equals a lot of potential for great video game reviews! We can think of a ton of games that would make kick-ass reviews, provided they

don't take the *Street Fighter* *The Return of Milla* or *Super Return of Milla* route. Check out this month's *Question of the Month* for more ideas from our readers.



This letter earned you an extra copy of the month's special. We encourage you to take a little time to write us your thoughts, ideas, and

Dear Editor: I am writing to you because I am a fan of your magazine and I love the articles you write. I am also a fan of your website and I love the games you review. I am writing to you because I am a fan of your magazine and I love the articles you write. I am also a fan of your website and I love the games you review. I am writing to you because I am a fan of your magazine and I love the articles you write. I am also a fan of your website and I love the games you review.

### Sleepin' Right

Reading that little blurb in Caspia's bio in the reviews section made me laugh out loud (don't take it too seriously)! I finally realized that you guys are just like us ordinary video game schmucks. It's funny, pitiful game reviews getting passed off at their parents. I can see Chris' gang "Sleep! This stupid/bleeping piece of bleep game! I hate this bleeping pile of bleep BLEEP!" Sooo after, you would hear a loud ding as a controller smashes into the face of a TV monitor.

What I want to know is whether the

entire Diectronic Gaming Monthly staff participates in the profanity, saying, "No, tell that bleeping game Caspia!" Or do they all just stare at him going, "Pooe, sick bastard. He really needs help!"

I would also like to know whether you guys have gotten so used to profanity that you use it casually, going something like, "Oh yeah, that's some good bleeping milk."

Ben Wyles  
Rancho Santa Margarita, CA

We gotta admit, a bunch of do-something guys working together plus a relaxed video

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game enjoyment equals pretty colorful language used pretty casually.

By the way, Caspia Beyer plus frustratingly hard video game plus fisting cabinet with no kicking distance equals



### Tonight on Fox: When Editors Attack

### Scary Demos


The January issue of *The Official U.S. PlayStation Magazine* included a demo of *Silent Hill* by Konami. This game scared the piss out of me. Please review it in your February issue.

Phil Gazzard  
Brook, NY

What can we say? *Silent Hill* is golden. Our reviews of *Silent Hill* are in this issue.

### Going To The Chapel Of Love

I have a serious proposition for you. About a year and a half ago, I met the man I want to spend the rest of my life with. We are both

A glowing yellow door stands in the center of a dark blue room. The door is framed by a bright yellow light that casts a glow on the floor. Two red laser lines cross the floor in an 'X' shape, one above and one below the door. The background is a deep, dark blue.

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COKE

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hardcore gamers. In fact, when we met, we bet on who'd win in a game of *Metal vs. Street Fighter*. The bet was, if he won, I would have to go out with him. I guess we all know who won.

Now, what I want to do is propose to him (yes, girls do this too!) I want to surprise him, and this is the only way I know I can do it successfully.

What I would like is for you to put my proposal in the April issue of *Quarterman* (editor's note: Sorry, *Quarterman* is full this month—EGM Letters is the best we can do for you). I want everyone to know how much I love him. He would be shocked out of his mind. This is what I would like to put in the Q&A.

## Hey Ian Melghan! Read this first.

**The Heaver:** Niso (of *Tekken* fame) is known for going after whoever she wants. It is alleged that Niso has been seeking none other than Hynaid's Hero, Link. She has been quoted as saying, "I want to give him what he's been missing in between those seven years."

**The Truth:** Actually, Alsha (of *Brooklyn, NY*) is known for being in love with Ian Melghan (actual *Tekken* 3 champ). It is alleged that they met in a game store and have hit it off ever since. Alsha has been last quoted saying things like, "...wanting to walk life's road together," and "Will you marry me Ian?"

This is very special to me, and this is the most perfect way I could think of doing this. Can you please help?

Love, Your "Yellow" Gamer,  
Alsha Gerrid  
Brooklyn, NY

*Quarterman* is sorry he didn't have room to help you out in his section. We sincerely hope this proposal works for you here in EGM Letters.

Best of luck to you, Alsha. Please write us and let us know what happens!

(We talked with Alsha over the phone and confirmed that this was all legit... so don't any of you think you can trick us into printing your letter with a similar leaf!)

## What video game would you most like to see made into a movie?

*Metal Gear Solid*. The game has such a good story line that it's hard to believe it wasn't taken from a movie plot.  
cyberfly@hotmail.com

I would like to see Yoshi's Story.  
garett197@hotmail.com

A *Tekken* movie would be the coolest. I wonder how they would have him travel back and forth through time.  
Ray.Finn@wiscnet.com

I want to see *Body Harvest*.  
itp02@i00.com

The *Mega Man X* series, as an anime would be laughable, but as an anime movie... that would be cool as hell and you know it.  
larsvassus@hotmail.com

I don't think I could take another video game-to-movie conversion!  
rick@killy-its.com

It's got to be *GoldenEye*. Oh wait... never mind.  
criste@canada.com

## Big Deal

OK, I'm tired of reading letters from people who don't look over a stupid "typo" when EGM screws up something. Every issue, I see at least one person complaining about some simple mistake. I bet in this issue, some jerk will write in complaining to EGM about another mistake.

James Taylor  
address withheld

## Platinum for A Different Age

In a previous issue, you stated that *Metal Gear Solid* is the first game to receive a Platinum Award. Well, you're wrong. *Chrono Trigger* received a Platinum Award in '95.

M. Davis  
mdavis@imcnet.com

You're right. We meant to say MGS is the first game to receive one of our new Platinum Awards (which a game gets from getting in's across the board). In our old system, games that averaged eight or higher got a Gold Award and games that averaged nine or higher got a Platinum. You can read how our revised awards system works on the first page of *Review Crew*.

## Perfect Sense

I do not agree with what some people wrote in issue #143's EGM Letters. Amaris Licendo and Alashi (or whatever his name is) are entitled to their own opinions, and no one can say what they think is wrong. But I think they need to consider some more things before they go tell you guys that your reviews are wrong. I own a PlayStation and have played *Metal Gear Solid* and defeated it a couple of times. I also have tried *Zelda* and have seen others play a lot of the game. Both are great games. Both deserve the ratings that they received from EGM. But you can NOT compare them. It isn't possible and it wouldn't really do much for you anyways. They are an different systems, and they are different types of games. So please, before you [readers] complain next time, I think about what you are going to say.

Andrew Gjovik  
Warren, MN

Well put. So...what do you think of this Hea—one of our *Grudge Match* features for

**The Legend of Zelda: Ocarina of Time versus Metal Gear Solid?**

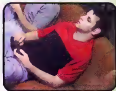
## A Lost Moment

Whatever happened to the Gaming Moment feature abandoned in issue #109 when the Editors' Picks of the Month was moved to the front of the magazine? I really enjoyed them.

Luis Jorge  
Northville, MI

Well, someone decided it wasn't funny when we did a Photoshop number on his Gaming Moment picture without his knowledge (he was pretty shocked to see what we did to him when he opened up issue #107). So someone threatened to beam off this planet in protest? If we didn't drop the Gaming Moment. Since we didn't want to be shorthanded during the busy months, we gave in to his demands rather than risk his wrath of *Kahla*.

## John Ricciardi before:



## John Ricciardi after:



## Question of the Moment

Next Month's Question of the Moment: What do you want to see in the new *Star Wars: Episode One* game? Send your sharp but sweet responses to: EGM@ed.com with the subject heading: Episode One

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## A Rap, A Rag, A Raggity Rap...

I noticed in your Hot 80 Net list (The Sub-X Files, issue #160) you listed plane battles in the Net list. By making this I can tell that you guys have been smokin' some Puff Daddy radio. In other words, you guys have been listening to some commercial hip hop. Only commercial rappers use that played-out word. This disappoints me 'cause I thought you people were an inter class that Commercial hip hop will be the end of hip hop as a whole if it's not stopped. The real emcees are underground bringing true skills. My view on the whole plays hats 05 is...

OK, that's enough of that. Next.

## Standing The Test Of Time

In EGM #166, Chris Boyer stated, "I have yet to change my GBC's batteries, despite playing through Zelda DX's 35-hour quest and logging lots of Tetris time. The GBC just keeps going and going."

I don't doubt you have batteries that go and go, but playing through Pokémon, I had to change my batteries three times. They were all brand new Duracells. My question is, what brand of batteries do you use?

MrVaggle@aol.com

We're not sure. We're using those strange little batteries that Ricardo picked up for us during one of his trips back "home."

## Where Are The Co-op Modes?

Bravo! Finally we have someone who is willing to address the problem with multiplayer games in recent years (Jordan's note, see last issue's Final Word by Ms. Popstar, Chris Boyer).

It seems like most games that are co-op are sports games. The majority of other multiplayer games out there now are mainly players vs. players, which is nice, but it gets old. Goldeneye is prime target number one. It's a fabulous single-player game, and it's even better as a multiplayer game. My three friends and I have spent entire Saturday afternoons sitting in front of the TV mindlessly killing each other after working 40+ hours during the week. Nevertheless, I can only dream of going through the jungle area with two characters (playing cooperatively). Doo!...I mean, we got more than 20 feet apart, and we really would have to communicate well to keep from killing each other. As flawless as GoldenEye co-op is, I don't see why this wasn't added.

Another gem...the Link Cable for the PlayStation. What a great idea that no one uses. I loved playing Command & Conquer Red Alert with a friend or playing Rushduo Blade in first-person perspective, but why not more? Especially in the sports field. I hate playing football games, when the other player just has to guess which of three plays on the screen I'm picking.

I will think back with glee at NES games like Life Force and Contra, where my brother and I would plan out who would use what weapons and who covers which side. Maybe we'll get lucky and history will repeat itself for the better this year.

Chad McInnes  
trowth@nycbo.com

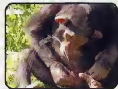
Game developers have a billion and one excuses why don't they incorporate more co-op play in today's games. We polled a few random programmers, and it comes down to this.

Having to take time to redesign the game (to balance two-player co-op play with more weapons, power-ups, enemies, etc.) plus marketing deadlines (trying to hit key shopping season launch dates) plus perceived lack of interest (developers think all we want are deathmatch modes) equals hardly any cooperative gaming for us. Like it or not, very few companies are willing to delay their games in program in a decent co-op mode. (But don't forget...Perfect Dark is expected to have co-op modes...keep yer fingers crossed!)

On your second point, a lot of developers don't see the value in taking the time to create linkable modes for the relatively small number of PS Link Cable owners.

And about getting to see football play selections...upcoming Dreamcast football games will utilize the VMU so you can select your plays on your controller, out of sight of your noisy opponent's wandering eyes.

Hopefully, Origin's Final Word editorial and letters like yours will wake up some game makers. If not, we can always threaten them with this:



## Letter Art

Where creativity, your favorite video game and a stamp can make you immortal!

### WINNER

Jason Villalobos  
Sanford, FL

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



Harold Hoozee—New York, NY



Vice Game—Chicago, IL

### Close, but no controller



Charley Abner  
Houston, TX



Covonne Aiello  
Scranton, PA

### The ASCII Control Pad

Put your creative skills to the test by creating out a PS1 envelope (the long business type) with your own unique style. Send your letter to:



EGM Letter Art  
P.O. Box 3116  
Oak Brook, IL 60521-3116

All entries become the property of EGM, and will not be returned.





First pitch, March 31.



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# Stop the Presses!

## Gran Turismo 2

We just got in these Gran Turismo 2 screenshots at the very last minute. Sony Computer Entertainment America announced Gran Turismo 2 will be simultaneously launched worldwide this summer. This highly anticipated sequel is being developed by the original creators of GT, Polyphony Digital.

GT2 features around 400 real-life cars from a variety of European

and American manufacturers and more than 20 courses (compared to 166 cars and 11 tracks from the first game). Polyphony is also fine-tuning the already excellent game engine—since the original game's release, they have found ways to get even more power from the PS.

To say this game will kick butt is probably an understatement. Watch for an exclusive feature as GT2 in the June issue of EGM.



## Dreamcast Football

No word on an official title for this U.S. launch Dreamcast game. We do know it's developed by Sega of America and Visual Concepts.



## Ready 2 Rumble Boxing



Midway has released the first screens from Ready 2 Rumble, an over-the-top BKO-style boxing game for N64, PlayStation and most importantly, Dreamcast (shown here). It will be ready for the launch of the Dreamcast this fall, and features "the voice of boxing" Michael Buffer. It has Arcade, Championship and Head-to-Head modes and uses the Dreamcast's motion. More on this see soon.

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TASTE ANY BETTER, BUT  
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**JEFF GORDON**

*RACE WITHOUT LIMITS.*



**RACING**

# Press Start

The hottest gaming news on the planet

## Intellectual Property

Last issue, we told you about Connectix's upcoming Virtual Game Station (VGS), a PlayStation emulator for G3-equipped Macintosh computers. Since that time, the other shoe has dropped: Sony filed a lawsuit against Connectix in San Francisco Federal District Court on Jan. 27, alleging that the product violates Sony's copyrights and intellectual property and circumventing Sony's arbitrage and regional lockout securities. The filing revealed that Sony had been approached in September 1998 to officially license the product and provide technical assistance, something SCEA declined, reasoning that it was not up to its standard of quality.

Connectix fired back a sucker punch the same day Sony's lawsuit hit—stating that it had begun shipping version 1.0 (with enhanced piracy protection and improved emulation), and that an upgrade would be available free of charge on its Web site for those who bought it at Macworld in January or early February. Sony's request for a restraining order (which would've halted the product from being shipped to consumers for a short time while it put its legal ducks in a row) was denied, and Connectix declared an early victory. The court case will continue, and the outcome will once and for all decide exactly what is and isn't legal in the world of console emulators.

Even as this case gains up, more emulators than you can count on one hand are popping up, with better and better features and compatibility. Just recently, a Nintendo 64 emulator called UltraHLE showed up out of nowhere, producing near-perfect emulation on 386s accelerated PCs—and the N64 is less than three years old. But because an N64 emulator requires the use of illegally obtained ROM images, it quickly disappeared from emulation sites at the request of its developers.

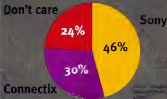


When realizing that just a year ago solid emulation of 16-bit systems was only possible on high-end systems, it's a pretty big leap to be accurately running N64 games on a PC. Recent trends with both Dreamcast and the early stages of the next generation of hardware point to the adoption of more PC-like attributes such as online gaming and Web browsing in the console market, and perhaps this bold investment in emulation that the PC is taking is really more of a convergence on a strictly software level. Despite the mainstream media's hopes for a black box solution bringing computers, TV, movies, the triphinge, console gaming and Internet browsing into one system, the fact still remains that PC and console gaming are very separate entities, and are likely to stay that way for a while.

UltraHLE enables the N64 in multiple resolutions, like this screenshot, presented in 1024x768. If you thought it looked good on a TV.

### Trial of the Century

In regards to the whole PlayStation lawsuit on Sony, who would you like to see come out on top?



# Tripped Up, But Not Out



Photo by Steve Delaney/World

**W** e sat down with Trip Hawkins, chairman and CEO of The 3DO Company, to talk about the past and the future. Once entrenched as a player in the system wars of the mid '90s, 3DO has shifted its focus to software, with 25-30 projects now in the works across PS, N64, PC and (soon) Dreamcast.

**Q: What do you think about multimedia and its evolution? How do you think it's evolved compared to how you thought it would back then?**

**A:** The original mission of 3DO was to do things like get CD-ROMs into the game business so that the medium could move to CD, bringing the cost down, and advance the technology so that you could make better games, and in some ways liberalize the licensing policies and try to achieve more standardization in the technology. Of course, all of those things came about, only 3DO didn't do it. There was a vision about things coming together—interactive television, music CDs, educational software, digital video, etc. It turned out that the technology for the time wasn't good enough to do that. I tried to come up with a practical way of rationalizing the high cost of the components by getting there to be other things you could do with it, and everybody was doing the same thing: DVD is

very much an evolutionary step from CD, it's just a better solution. 3DO was ahead of its time and you can think of DVD as living up to what CD multimedia could've been, and you can think of Internet as being the solution for what every one thought interactive television could be.

**Q: What are your thoughts on the M2 not being used as a console?**

**A:** We could tell that Matsushita's heart really wasn't in it. They took M2 and have done things with it, but are reluctant to take Sony on head-to-head in the video game console business. We could see that coming from a pretty far distance away. It's disappointing, but at the same time in a way it's kind of a relief to have gotten out of the hardware business, because I really like making games.

**Q: At what point did 3DO decide to get out of the hardware market?**

**A:** We started to suspect that Matsushita wasn't going to spend the kind of money that we knew it would take to get M2 to be a big success. We spent several months in negotiations with Philips and a year with Sega. On two occasions we were within hours of signing a deal with Sega. But when Matsushita decided to take the whole deal for themselves, at that time they intended to recruit

partners. After awhile it became clear they weren't going to do that or spend the kind of money to support it the way it needed to be. You could tell they were not going after it, and we knew we cannot be in this business if it depends on things out of our control.

**Q: What do you think Sega's chances are with Dreamcast?**

**A:** It's good for the industry that Sega's doing what they're doing, and that they've created a way for it to be easier to bring over high end PC games. It's a little disappointing in what's happened with the Dreamcast launch in Japan. They got off to a fast start, but then it seems to have slowed down. The software quality doesn't appear to have been enough to prove to everyone, conclusively, that it's really a next generation machine, and that's what they have to do.

**Q: What do you think of Nintendo?**

**A:** They do a great job—they know their audience, make good products, are very smart about product design and ergonomics. They've also pushed the envelope on the machine's capabilities and multi-player capabilities. Nintendo's a very shrewd company so it's easy to have confidence about working with them, because you have a feeling they're going to deliver what they're supposed to do and if you make a good game then you're going to be able to make a good business out of it.

**Q: What do you think of VM Labs and their NUON machine?**

**A:** I get the feeling they haven't really studied what went wrong with what we did and they haven't really adapted or learned from the mistakes we encountered. Bottom line is if you have a gaming technology that is so mature in capability that it will not affect the price of a hardware system, then it will not be of interest to a games, because it won't represent a meaningful leap forward. The flip side is if you do have a great gaming technology, it's going to cause the device to cost more and takes someone like Sony or Nintendo to understand what to do about that. I know a lot of the companies VM Labs is working with, because they were the same "usual suspects" 3DO dealt with.

Look for the full interview at [videogames.com](http://videogames.com)

"3DO was ahead of its time—think of DVD as living up to what everyone hoped CD multimedia could've been..."



Trip Hawkins, chairman and CEO of The 3DO Company

## Oh My God, They Killed Tiger Woods!

You bastards! If you own a copy of the PlayStation 2 version of Tiger Woods 99 PGA Tour, you might be surprised to find that the original South Park short, "The Spirit of Christmas," is contained on the disc. It's not supposed to be there, but slipped by and made it into the production version of the game. It was discovered when parents of a gamer found out that it was on the disc. Apparently he had found it by putting the game in the family PC. Media outlets picked up the story first, and EA promptly issued a recall of the game. Apparently Tiger Woods himself knew about the accidentally placed content when he said, "I, you know, stole 'The Spirit of Christmas' and I'm really offended, you may want to exchange your

wenson for one without the cartoon. You can do so by mailing your game to Electronic Arts, 6912 Grode Lane, Bldg. 3, Louisville, KY 40213. Or for more information call EA Direct Sales at 800/245-4525.

So how can you (or parents) tell if your disc is affected? Pop your copy of Tiger Woods for the PlayStation into your PC, and open it up. Go into the Active Movie Player in Windows 9x, and open the file Z:\mvgadist. If it plays a movie called "The Spirit of Christmas," then you have one of the affected discs (Warning: The movie contains material that may be deemed offensive to some viewers. Watch at your own risk). If you have a Mac, you can open it off the CD in the QuickTime MoviePlayer.



## PlayStation 2—The Countdown Begins

Ken Kutaragi (the "Father of the PlayStation 2") shows up at an electronics convention and happens to be at a panel where a new multimedia processor co-developed by Sony Computer Entertainment and Toshiba Corp. is going to be the topic of discussion. Is it about PlayStation 2, or something else? Until now, few facts about Sony's next system were known, but that could change in the next few weeks, because on Feb. 16 at the 1999 ICE International Solid State Circuits Convention in San Francisco, Sony Computer Entertainment and Toshiba will be part of a seminar to talk about a new processor, details of which have already been revealed on the convention's Web site. According to that page, it is a 250MHz, 128-bit multimedia processor with an integrated MPEG-2 decoder, with no floating-point multiplier accumulators and four floating-point dividers. This matches early expectations of what PlayStation 2 will include, namely the MPEG-2 decoder which would allow for DVD

movie and storage capabilities. A second seminar hosted by SCEE and Toshiba (but without Kutaragi's name directly mentioned) will present a 250 MHz supercalar MIPS compatible microprocessor for multimedia and networking capabilities, which suggests that PlayStation 2 will have networking functionality out of the box.

Considering Sony Computer Entertainment's sole business (minus a few PC products) is the PlayStation, it's likely that this will be the first official word on the PlayStation 2's specifications. Mr. Kutaragi's presence at the conference fuels recent rumors out of Japan about Toshiba's involvement in creating the processing muscle behind the next PlayStation. A spokesperson for SCEE told us when asked that Kutaragi is there only to deliver a paper to convention attendees, and did not comment on whether his presence had any relevance to PlayStation 2.

[www.videogames.com](http://www.videogames.com)



### Developer Profile

## Attention To Detail

Location: Warwick, England  
Web Site: <http://www.aud.co.uk>

# of employees: 51 and rising  
Gameography: SuperSprite (Atari ST), Night Shift (Atari ST, PC, Amiga, Spectrum, Commodore 64), Indiana Jones IV (Atari ST, PC, Amiga), CyberMorph (Sega), BattleMorph (Sega CD), Blue Lightning (Sega CD), Riddle of the Ruins (PC—Screen Saver) and Blast Chamber (PlayStation, PC).

The thing overlooked by people who played CyberMorph was: There are actually two versions of the original CyberMorph available. The early (2-Meg) version had more speech and graphics, but Atari wanted a cheaper to manufacture (1-Meg) version. They only paid us \$5,000 to do the new version, but it only took two hours! Result:

During breaks from late-night programming sessions, we "Eat Curry, Yes!"

Kollege: multiplayer LAN and eat more curry. Talk utter bollocks, eat curry, drink coffee, smoke tabs and moun.

If we could touch the video game industry one thing, it would be: AntiGamingplay can't be circled by graphical excellence. You need big-name license for that!

We're in the game development business because: We've tried real jobs and real jobs suck. It's certainly not for the chicks and the money.

Story behind our name: We were five graduates leaving college to start a game company. It was 1988 and game technology was so only the level of detail in games was getting better and better. We liked that, and wanted to put this into our own games. We liked three-letter acronyms, so Attention To Detail seemed perfect, and ATD rolled off the tongue, so that was that!

Favorite snack food(s): Toxic Rats and Melody Pop!™ They walk sounds.

Music that inspires us: Screamin' Steaks, DJ Shadow, Spacemanz, Doors, Beach Boys, Stone Roses, Aphex 400, THE THE, FatRay Slim, Rapa Plaza, Praddy and Melody Pop! Team motto: "Get him! Get him! He's got the flag! No, he's gone the other way! Oh bollocks, he's gone."

Big thanks go out to the main contributors: Tim Swan (programmer), Lyndon "Ned" Sharp (programmer), David Perryman (designer), Drew Wilkins (designer), Martin Sammerville (artist), Della Lund (artist), Rob James (artist).

# \$6.3 billion

The video game industry's total retail sales in 1998, according to The NPD Group.





*Red lights will be run.  
Cop cruisers will be totaled.  
And bank-robbing low-lives will escape.  
If you're any good.*



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# Pro Athletes Show Off At Madden Bowl '99



The Super Bowl always plays host to a series of special football related events before the actual game, and Electronic Arts' Madden Bowl has been one of them for the past five years. Held on the Thursday before Super Bowl XXXII, Madden Bowl '99 took place inside the All Star Club on South Beach, just outside of Miami.

The festive beachside setting helped amp up what was easily the best and highest-attended Madden Bowl ever. Pro Bowl running back Jamal Anderson and commentator John Madden hosted the event, with an endless list of attending athletes, including previous Madden Bowl champion, actor Matt Craven, baseball player Derek Bell, and popular football players such as Ravens wide

receiver Terrell Davis, Kansas City Chiefs wide receiver Derrick Alexander and New England Patriots running back Robert Edwards. Other notable players that didn't make the cut were Green Bay Packers wide receiver Antonio Freeman, San Francisco 49ers wide receiver Terrell Davis, New York Giants cornerback Jason Sehorn and Oakland Raiders cornerback Charles Woodson.

Interestingly enough, most players didn't use their real teams, instead opting to use powerhouse teams such as the Green Bay Packers or the Denver Broncos. This worked well for Green Bay receiver Antonio Freeman, who after having Bell's cap to himself in the game. Unfortunately, that didn't get him very far in the tournament.

The biggest surprise was that previous Madden Bowl champion Matt Craven was eliminated immediately by New York defensive back Ray Mickens. Astro outfielder Derek Bell (the first MLB player to enter the Madden Bowl), showed remarkable prowess at playing Madden NFL 99, saying, "I play the hell out of the game by myself" when he's on the road during the baseball season. After a

good play, Bell could often be found taunting the competition by exchanging high fives, and posting on additional points to embarrass outmatched competition.

Bell's dominance was finally ended when he lost in a pass laden shootout with the calm, more sportsmanlike New York

defensive back Ray Mickens. The final game's score was 35-21, but closer than the score implied Mickens' celebration consisted of his showing Jamal Anderson his own version of the popular "Dirty Bird" end-zone celebration. Congrats to Mickens, this year's Madden Bowl champion!



The jets might have been eliminated in the AFC Championship game, but their defensive back, Ray Mickens (right), won the Madden Bowl.

## Good News/Bad News

### Good News

The success of World of Warcraft, a classic gaming convention held last August in Las Vegas, has spawned a sequel. Organizers are already planning the Classic Gaming Expo '99, to be held Sat. Aug. 29-31 at the Plaza Hotel in Las Vegas, NV. For more information, check out <http://www.cgexpo.com>

### Bad News

989 Studios has canceled Shootout 99, and will instead focus on Shootout 2000, scheduled for release sometime this fall.

### Good News

Fifty-two more episodes of Pokémon are coming, starting next fall. From now on, the show will be part of Kids WB's Saturday morning lineup, and is the fall will join Kids WB's afternoon lineup. Plus two more Pokémon Game Boy games are coming later this year.

### Bad News

Koel's Solarschild 5 has been delayed even though Sony has approved the game. Koel is concentrating on its Destegra and WinBack projects, so a future release is unknown.

### Good News

Video games have become so mass market (thanks to the PlayStation and Nintendo 64) that magazines like Time and Rolling Stone are putting together special issues just to cover the "digital age." It's proof that electronic entertainment is here to stay!

### Bad News

Fox Interactive has mixed plans to bring Aliens vs. Predator to the PlayStation, instead deciding to focus on the PC version. It may or may not be reinstated in the future.

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# International News

## Dreamcast Leaps Into Spring

After a rocky start, the Dreamcast has started to slowly pick itself up from a muffled Japanese launch. The company is confident it will reach its goal of a million systems by the end of March, with a goal of an installed base of 4 million units by the end of March 2000. Helping that along is a partnership with Toyota that will allow customers to purchase systems and games from car dealerships in Japan, in addition to a major software push with new titles coming out every week in March, leading up to a huge push on the 25th.

As for release plans in the U.S., they're still shrouded in secrecy inside Sega's new San Francisco offices. What we do know, as revealed by Sega Enterprises VP Toshihiro Haruki, is that *Sonic Adventure*, *Sega Rally 2* and *Virtual Fighter 3* are definite launch titles. No big surprise, but what is surprising is the confirmation that *Virtual Fighter 3* will be enhanced above and beyond the Japanese release.

Isao Okawa, chairman of Sega Enterprises, ASCII and CSK mentioned in his recent annual address that later this year Sega would be adding a hand-drive peripheral, camera and video phone options to the system. Okawa said, "We are preparing not only a hand drive to store e-mail but a camera and microphone for Dreamcast. This peripheral will allow users to have face to face communication in multiple channels—which doesn't limit it to two person communication—and users will be able to enjoy

online gaming while seeing each other's faces."

New peripherals are landing in Japan shortly too, including the force-feedback device called the PuroPuro Pakk (3800 yen / \$61). The aptly named Dreamcast Gun will be released simultaneously with *House of the Dead 2* for 2800 yen with the game (\$46), and features a VMS slot for the PuroPuro pack or VMS, and a digital pad Gel Bass?



Fishing Control will be released simultaneously with the title and will sell for about 5800 yen (\$51) separately or 8800 yen (\$86) packed with the game. ASCII is also planning its first DC peripheral, a Mission Stick for release in March that will give you more control for flight games, retailing for about 2800 yen (\$60).

[www.sega.co.jp](http://www.sega.co.jp)

## International Bits

### N64 Goes Online in Japan

While it's got two feet in the grave in the U.S., the 64DD may still see the light of day in Japan. Recently Naxos Telecommunication Systems announced it signed an agreement with Nintendo that will result in a new product using newly developed software-render technology. The announcement hints at a possible release of this "product" during the second half of calendar year 1999 for mainly the Japanese market. This is most likely not a new system, but the modern technology slated to be used with the often delayed 64DD.

### Neo-Geo Pocket Gets Color

SNK's Neo-Geo Pocket Color will be released March 19 in Japan for 8900 yen (\$78). It's a little bit thicker and bigger than the first black-and-white Neo-Geo Pocket and lasts for 40 hours on two AA batteries (two times longer than *Game Boy Color*). SNK also announced several new companies will develop games for it, including Capcom (*Rockman Pocket*), Taito (*Fuzzi Doodle/Dent A Move*), Dep System (*Coal Boarders*), and Data East (*Magical Drop Pocket*). SNK will release the Neo-Geo Pocket Color in the U.S. later this year.

### Alpha 3 Lands on Saturn, DC

Capcom's *Street Fighter Alpha 3* for zero 2, if you're in Japan, is headed to Saturn and Dreamcast later this year. The Saturn version title will support the 4 MB RAM expansion cartridge. It should be very interesting to compare the PlayStation, Saturn and Dreamcast versions of this arcade fighting game against each other. But one thing's for sure, the Dreamcast is getting a nice helping of Capcom games which could help boost system sales—and give it a nice history of games just in time for the U.S. launch, right?

### All Sold Out of PocketStation

Sony's PocketStation was released in Japan on Jan. 23, and immediately sold out. Rumors of a battery problem, which left it lasting for only an hour before it had to be changed, prevailed as the reason for the short supply of the device. Some retailers stated the initial shipment was only 60,000 units. PocketStation is expected to be released in the U.S. later this year. In other Sony news, the company has revealed *Gran Turismo 2* is in fact coming to the PlayStation later this year, with an expected release this summer.

## Import Calendar



### Import Pick of the Month

**Unjumper Lammy**—With the exclamation "I gotta believe," Peleppa the Rubber Rhymer has way into our minds and hearts. Soxy is hoping Unjumper Lammy will repeat this success, especially in Japan where Peleppa has become one of the PlayStation's most recognizable mascots. We think the sequel will be just as addictive this, even with the switch to rock music.

#### PlayStation:

- 2/25 Pop'n Music, Konami (Misc.)
- 2/25 Monster Farm 2, Tecmo (DRPG)
- 3/4 Pepsiman, Kid (Misc.)
- 3/11 Final Fantasy Collection, Square (RPG)
- 3/11 Final Fantasy Collection Anniversary Package, Square (RPG)
- 3/11 Final Fantasy VI, Square (RPG)
- 3/18 Donzutsu de GCP 2, Towa (Pin/Simulator)
- 3/18 Chocobo Racing, Square (Racing)
- 3/18 Unjumper Lammy, SCEI (Misc.)
- 3/25 The King of Fighters '98, SNK (Fighting)
- Mar. Soul Hackers, Atlus (RPG)
- 4/15 Dance Dance Revolution, Konami (Misc.)
- 4/22 Bust A Move 2, Dance Tengoku, Atlus, Enix (Misc.)
- 4/29 Cotton Original, Success (Shooting)

#### Saturn:

- 3/4 Dungeons & Dragons Collection, Capcom (Action)

#### Dreamcast:

- 2/25 Powerstone, Capcom (Fighting)
- 2/25 Pop'n Music, Konami (Misc.)
- 3/4 Puyo Puyo, Compa (Puzzle)
- 3/4 PsyOrc Force 2000, Taito (Fighting)
- 3/4 Amo Dancing, CRI (RPG)
- 3/11 Monaco Grand Prix 2, Ubi Soft (Racing)
- 3/18 Kizhe, White Illusion, Hudson (Action)
- 3/25 Marvel vs. Capcom, Capcom (Fighting)
- 3/25 Blue Stinger, Climax Graphics (Action)
- 3/25 Supremacy Racing, Sega (Racing)
- 3/25 The House of the Dead 2, Sega (Light Gun)
- 4/1 Buggy Heat, CRI (Racing)
- 4/1 Get Bass, Sega (Sports)

#### Game Boy

- 3/1 Beatmania GB, Konami (Misc.)

\* Schedule subject to change without notice. Consult your local import game store for the latest release information.

**I'M THE GOOD AND THE BAD.  
YOU'RE JUST UGLY.**



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# Top 20

The Top-20 Best-Selling Games of December, 1998

1	The Legend of Zelda: Ocarina of Time Nintendo		1
2	Star Wars Rogue Squadron Nintendo		NEW
3	Crash Bandicoot: WARPED Sony Computer Entertainment		3
4	GoldenEye 007 Nintendo		5
5	WCW/nWo Revenge THQ		2
6	Turok 2: Seeds of Evil Eidos		6
7	Metal Gear Solid Konami		4
8	Turok 2: Seeds of Evil Acclaim		NEW
9	Twisted Metal II SPP Studios		10
10	NASCAR 99 Electronic Arts		8
11	Crash Bandicoot 2: Cortex Strikes Back Sony Computer Entertainment		14
12	Madden NFL 99 Electronic Arts		12
13	A Bug's Life THQ		NEW
14	Rugrats: Search for Reptar THQ		NEW
15	Knockout Kings Electronic Arts		NEW
16	Gran Turismo Sony Computer Entertainment		11
17	Pokémon (Blue Version) Nintendo		9
18	NFL GameDay 99 SPP Studios		13
19	Frogger Hasbro Interactive		15
20	Super Mario 64 Nintendo		16

## Zelda: Ocarina of Time

1

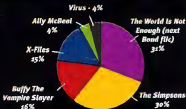
Yet again, it's Zelda at the top. It's been selling like crazy out here, and it's now sold well over a million copies in Japan, which is exceptional for an N64 title over there. It'll be interesting to see if they still decide to release the add-on for GDD only.

10 | 10 | 10 | 10  
IGN | CNET | IGN | IGN



2	Star Wars Rogue Squadron	8.0 CNET	8.0 IGN
3	Crash Bandicoot: WARPED	8.5 John D.	8.5 John K.
4	GoldenEye 007	9.5 Shawn	9.0 Drew
5	WCW/nWo Revenge	9.0 John D.	9.0 John K.
6	Gran Turismo	9.5 Chris	9.5 Jim
7	Madden NFL 99	9.5 Shawn	9.0 Seth
8	A Bug's Life	7.5 Drew	8.5 John K.
9	Rugrats: Search for Reptar	8.5 Shawn	8.0 Drew

Which of the following licensed properties would you most like to see turned into a game for current systems?



Source: Videogames.com poll, 1/19/99



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you were  
me

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pressure of being  
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## Top 10 Editors' Picks

- 1** **Breath Adventure Series**  
Electronic Arts  
- 2** **Silent Hill**  
Konami  
- 3** **Mario Party**  
Nintendo  
- 4** **Zelda: Ocarina of Time**  
Nintendo  
- 5** **Highlands II**  
Activision  
- 6** **Legend of Legaia**  
Sony Computer Entertainment 
- 7** **Castlevania**  
Konami  
- 8** **Metal Gear Solid**  
Konami  
- 9** **Zelda: Link's Awakening DX**  
Nintendo  
- 10** **Micro Machines G4 Turbo**  
Muzzy  

## Top 10 Japan

Courtesy of Famitsu Magazine

- Week ending Jan. 24
- 1** **Wotaku Ai-Sai! Okinawa Smash Bros.**  
Nintendo 
  - 2** **Shinki Sekai Evolution**  
TBS, TVTQ/04 
  - 3** **Yagoh Dual Masters**  
Sarcoid 
  - 4** **True Love Story 2**  
Aoni 
  - 5** **Dragon Quest Masters**  
Eidos 
  - 6** **Pokémon Card GB**  
Nintendo 
  - 7** **Mario Party**  
Nintendo 
  - 8** **Street Fighter Zero 3**  
Capcom 
  - 9** **Tales of Phantasia**  
Namco 
  - 10** **Crash Bandicoot 3: Bop! Bop! Bop!**  
Sony Computer Entertainment 

## Top 10 U.K.

Courtesy of Cuck Track

- as of Jan. '99
- 1** **Zelda: Ocarina of Time**  
Nintendo 
  - 2** **RFA 95**  
Eastlink, Inc. 
  - 3** **Tomb Raider II**  
Eidos 
  - 4** **Grand Theft Auto**  
Take 2 Interactive 
  - 5** **TCCA Touring Car Championship**  
Codemasters 
  - 6** **V-Rally**  
Infotronics 
  - 7** **Tomb Raider**  
Eidos 
  - 8** **Crash Bandicoot: Warped**  
Sony Computer Entertainment 
  - 9** **Tomb 2: Seeds of Evil**  
Activision 
  - 10** **Goldworld: Abe's Exoddus**  
GT Interactive 

# Quartermann

## Video Game Gossip & Speculation

For once the industry is gossiping about things apart from the possibilities of the new machines (we may not be reporting on it this month...but believe us, it's still happening—like a bunch of misinformed Fishwives) and is actually talking about some big-name game franchises for a change.

**The Rumor:** Tekken 4 is going to be a bit "different."

**The Truth:** Pretty much everything the Q network has heard about points to a dramatic change in gameplay style for Tekken 4. It's widely acknowledged that the "face to face" style of virtually all fighting games has been pushed as far as it possibly can be...so it seems the style employed in *Energy* will be more widespread. Consider the facts: Capcom's new fighting franchise (*Power Stone*) is a free-roaming 3D thing with everything in the environment available as a weapon—this including *Energy* isn't alone in establishing this new fashion. Second, *Energy* was a joint development between Namco and Square—with Namco providing a lot of development support.

Your initial reaction may be the same as ours (i.e., "yeuch!") but if you consider the possibilities, this is the best way for fighting games to go. Imagine Paul and Heihachi fighting in a bar grabbing bottles and bar stools to throw at each other before jumping on tables and hanging from the light fixtures. Could be cool—as long as it has enough bone-crunching moves and the camera system doesn't suck. Watch for more news soon.

**The Rumor:** March's *Oddworld's* is going to be unusual in that it covers pretty much all major genres, will be 3D, and won't be available for any existing format.

**The Truth:** That's pretty much it. The Q's peers were recently lucky enough to get some word straight from the teams at Oddworld and learned a number of interesting facts. First, March's will combine

several elements: Action, adventure, samurai, strategy and RPG. On top of this, the AI system is something that is being dramatically improved. The team is striving to create characters with unprecedented "fun" character. They'll show more emotions, and behave in far more realistic ways (even than Abe). As for as system details are concerned, this is not finalized yet, but the game is most likely being pitched for PlayStation 2. The grand plans they have for the game will not fit on any current platform (currently speculation from the team is that they require something equivalent in power to a Pentium 660MHz). They are shooting for a 2001 release.

In other Oddworld news, they may work with other companies to co-develop other Oddworld products to keep money coming in until March's release. Oddworld inhabitants by themselves won't be doing anything else on the consoles in the meantime.

**The Rumor:** There's more than just one Star Wars Episode One game.

**The Truth:** Of course there is! Expect at least two games around the time the film is released in May (across a variety of systems) and then sit tight for another two or three games before the end of the year. No details yet...members of the Q network privy to any Star Wars information were threatened with torture and death by being squard if they revealed any information—but make sure you buy EGM next month for every scrap of official information available.

**The Rumor:** SCEA is enamored with RPGs at the moment and will be releasing a number of them during 1999.

**The Truth:** Oh yeah. *Star Ocean 2* is apparently the first up to bat and may well be out as soon as June. Also, the Q's probings have revealed that Sony is also extremely interested in publishing the US version of *Dragon Quest VII*.

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# Dreamcast

PREVIEWS

Sega  
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Big-Time  
With The First  
DC Racer

## Steer Me

The sleek DC Racing Controller, released in conjunction with Rally 2, features true analog steering, not to mention analog accelerator and brake "pedals" located on the backside of the wheel. It's also got a curious port in the back that resembles the foot pedal slot on the Mad Catz wheel. Could Sega be planning something similar?



Warning: This is a preview of the Japanese title that may or may not be expanded in the U.S. It is subject to change in a Japanese custom import at your own risk.



## Sega Rally 2

Publisher/Developer	Players/Races	% Done	Rating
Sega Sega Enterprises, Ltd.	1-2 (Network) Racing	100	New Japan
Web Address: <a href="http://www.sega.jp">www.sega.jp</a>			

**V**irtua Fighter job proved the Dreamcast could do near-perfect Model 3 ports, and Sonic Adventure showed the system could handle speed. With Sega Rally 2, Sega now adds "playability" to the list of DC can-dos. The graphics are indeed good, but it's the dead-on gameplay that makes this title an instant winner.

Unlike the no-frills conversion of Virtua, Sega Rally 2 comes packed with extras. In addition to the Arcade Mode, there's a new 10-Year Championship Mode, as well as a Time Attack Mode. And while the arcade version has four tracks and eight cars, the home version is loaded with 20 cars and numerous variations of the four arcade tracks (yep, in total). By far the coolest addition is the 10-Year mode, where you race through 10 seasons consisting of a set number of tracks in different weather conditions. The races get progressively more difficult,



Sega Rally 2 is the first DC game that's based on the WinCE OS. If you think this is sweet, imagine a Daytona 2 port done using Sega's own operating system!

but you can tweak your car's settings before each track (suspension, gear ratios, steering, tires, etc.) in order to improve your chances of winning. You'll need to learn the tracks well and get soiled at drifting if you want to stand a chance at winning some of the tougher tracks.

The one area where Rally 2 has visible flaws is the frame-rate. It dips from 60fps to 30fps quite a bit (especially on turns), and occasionally it'll drop even lower, though not too often. While the slowdown that occurs doesn't affect gameplay much (thank God), it is noticeable. When it's going steady at 60fps however, it's truly a sight to behold—we're talking some of the most beautiful graphics we've ever seen. Hopefully the U.S. version will be tweaked in this area, but if not, perhaps an option to keep the fps at 30 (so it stays consistent) would suffice.

Sega Rally 2 also features two-player split-screen play, and it's the first DC title to support multi-player action via net play (up to four players!) in case you're interested, we did give network play a whirl at our offices in Japan, and we were impressed. The gameplay was a little choppy at times, but for the most part everything ran smoothly. Being able to chat with other players before and after the races is definitely cool.

We'll be back with an updated preview of Rally 2 as soon as we get our hands on the U.S. version.



You can chat and set up games with other players on the Sega Rally Network.

Rally 2's 3D split-screen mode doesn't run at 60fps, but it's still very smooth.



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Warning: There's a preview of a Japanese title that may or may not be released in the U.S. You can speculate on what a Japanese system. Report on your own risk.



Publisher/Developer: Sega/Sega  
 Rating: 1  
 % Done: 100  
 Release Date: June

Web Address: www.sega.co.jp

# Shinki Sekai Evolution

...And On The 7th Day, Sting Created Evolution. Um, Yeah.

## Gamer's Edge

Down, boy. Nice puppy!

In the event you find yourself low on HP while wandering around Evolution's vast dungeons, you can always choose to avoid confrontations—"passive gaming" as we'd like to call it. Unlike other RPGs like Final Fantasy VII, you can see your enemies in Evolution. That means, if you can see them, you can avoid them. No random battles to work your nerves here. As with all things, however, there is a balance. If you run like a chicken whenever you see teeth, you'll never level up. And since you can't revisit a dungeon once it's been beaten, you may not be strong enough to conquer later dungeons if you don't earn your stripes early on.

If anyone is worried that the Dreamcast will be lacking in the RPG department, then fears should quickly be dispelled with the timely arrival of Shinki Sekai: Evolution. Developed by Sting, former Square Soft programmers whose former titles include the SNES title Treasure Hunter G and their own Saturn RPG Baroque, Evolution emerges as a sort of old school surprise. Old school in the sense that you control a small group of characters (three to five characters actually, with the option of switching party members) and run around town, equipping yourself with the necessary supplies and talking to villagers who have information that will help you in your quest. Old school in the sense that you do most of your questing in randomly generated dungeons, while avoiding or engaging the numerous enemies you see walking around. If you're low on health from previous battles or from damage incurred while walking over traps, you can avoid any monster you see by simply running away from it (you won't increase your character's levels, however, if you don't engage the occasional enemy). One interesting feature is that you can monitor your character's HP status from your VMU memory card screen. While this doesn't really help all that much, it's still neat.

Graphically, the game is gorgeous, with every single detail rendered with high-resolution polygons. No Tuffy sprites running around on flat 2D surfaces here, no sir! Whatcha see is whatcha get. Similar to Shining Force II for the Saturn, every town is fully rotatable and can be viewed from any angle using the Shoulder buttons. You can't zoom in, but that's never a problem since the viewing angle is optimal. The battle engine is simple and extremely functional, following a clean, menu-based interface that gamers will pick up very quickly. Magical spell-effects range from the amusing to the downright impressive, depending on their



As with any RPG, there will be a good deal of rummoring around town, buyin' supplies, takin' mess, and chillin' out. Evolution's no exception.

complexity. The characters themselves look great and each one has cute little soundbites for a wide variety of situations.

In the grand scheme of things, Evolution is exactly that, an evolution of the RPG genre as opposed to a revolution. The game is high quality on all fronts: fast, smooth graphics, barely any loading times, cool spell-effects, and a lengthy quest knit together by veterans of the genre. While Evolution doesn't offer anything beyond the usual expectations set by its predecessors, it offers RPG fans enough of everything they expect in a game. Hopefully, for RPG-deprived Sega fans, this will be a launch title, along with Clonix Leaders, and whatever other surprises SoA has planned for the Dreamcast's fall launch. ☺



Dungeons come in all shapes and sizes. This particular one is transparent and seemingly suspended in space.



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**CONTENDER**

**Warning:** This is a preview of a game that either may or may not be released in the U.S. This is designed to look on a Dreamcast screen. Expect at least one size.



## Marvel vs. Capcom

Capcom is waiting no time at all making it clear that they're very much behind Sega's Dreamcast. On March 25, exactly one month after their first DC title (*Power Stone*) hits, they'll be back with their second arcade port—*Marvel vs. Capcom: Clash of Super Heroes*. As you can see by these screens, it looks exactly like the arcade game. It'll be interesting to see how well it animates in action. After all, there haven't been any animation-heavy 2D games on the DC yet. If it looks as good as Capcom's 4-Neig Saturn games, we'll be ecstatic! Speaking of Capcom on DC, expect to see *SF Alpha 3* real soon...



## Under Cover: AD 2025 Kei

Sega recently unveiled a new 3D game for the Dreamcast called *Under Cover: AD 2025 Kei*. Developed by Pulse Interactive and labeled as a "Detective Action/Adventure," *Under Cover* is due out this summer in Japan. The scenario is written by well-known Japanese novelist Arimasa Osawa and revolves around a young female detective named Kei Saitama. From what we've seen, the gameplay seems to be similar in concept to *Resident Evil* or *Silent Hill*, but with (obviously) much nicer visuals. A U.S. release is planned, but nothing has been announced yet. Expect to hear more after E3.





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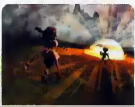
# Dreamcast

Warning: This is a preview of a Japanese title that may or may not be released in the U.S. It is a screenshot from an actual Japanese system. Impact all your own risk.



## Grandia II

There hasn't been any new information released on Game Arts/ESP's Grandia II for the Dreamcast, but lots of gorgeous new pictures have been surfacing so we thought you might like to take a look. Word has it the game will be shown off at the upcoming Spring Tokyo Game Show in playable form, so hopefully we'll have more concrete details then. Until then, crowd at these...



## Superspeed Racing

Sega's second Dreamcast racing game isn't Super GT, and it isn't Daytona 2: Hope, no such luck yet. Instead, their next racer, due out in Japan on March 25 in the Dreamcast-exclusive officially licensed CART race, Superspeed Racing. SSR features 27 official CART drivers from 17 different teams (with authentic stats), as well as 19 different race courses. No network support is planned, though two-player split-screen play will be present. And of course, the game will support the DC Racing Controller.



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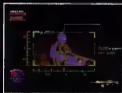
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# Nintendo 64

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## Previews

### Hybrid Heaven

Parasite Eye Meets The Manchurian Candidate Deep Below The Big Apple

**E**xplore a dark world of genetic mutants, political intrigue, and mind control deep below the "Big Apple" in Hybrid Heaven, Konami's cinematic, 64-bit answer to Square Soft's popular Parasite Eye for the PlayStation.

After gaining down an unnamed secret service agent at the urging of a mysterious, disembodied voice, the player's character, Diaz, is ushered through a New York subway tunnel by two men in black into a bizarre subterranean world populated by scientists, robotic sentries and unrepeatable genetic experiments gone awry. An unwilling pawn in a plan to assassinate the president, Diaz must piece together the fragments of his shattered memory if he is to escape his underground prison and foil the would-be assassin.

In Hybrid Heaven's field mode, the player is free to explore the game's 3D environments, avoiding hazards, discovering computer passwords and gunning down floating robotic sentries with a laser pistol. Pass in front of a mutant's field of vision, however, and you'll enter a battle mode similar to Parasite Eye's. In this mode, Diaz is free to run around a limited environment while scrolling through RPG-style attack options. At the touch of the A button, a window will pop up asking if the player wants to attack or use a weapon. If attack is chosen, the player can choose from an array of punches and kicks, which vary in power and chance of failure. If you're too slow, your opponent will gain the upper hand, forcing you to defend, dodge or counter his attack.

A power gauge at the top of the screen, which governs Diaz's attack power, decreases with each attack but replenishes over time. Unfortunately, the gauge begins at zero, forcing you to run around avoiding your opponent until it is sufficiently charged. A separate stamina gauge located below the power gauge influences which throws Diaz is capable of performing.

Win a fight and your character's parameters—

Publisher/Developer	Pages/Costs	% Done	Release
Konami	1 Adler/RPG	60	May 1999

Web Address: [www.konami.com](http://www.konami.com)

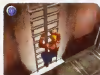


As the title implies, Hybrid Heaven is a game blending hybrid, marrying 3D action with the strategy of an RPG.

hit points, attack strength, defense, etc.—will automatically increase. What's more, Diaz actually evolves as you progress through the game, gaining new attacks based on which techniques are used most often.

Hybrid Heaven's real-time cinematics have a highly cinematic look and are chock-full of rapid cuts, camera moves and, thanks to Konami's powerful compression techniques, a surprising amount of speech for a cartridge game.

The first game of its type available for the Nintendo 64, Konami's "hybrid" offering is almost guaranteed to enjoy heavenly success when it hits store shelves in May.



The game's moves have a stylized, cinematic look.

**3**  
Number of menus you have to scroll through before throwing a punch in Hybrid Heaven.

# I GOT YOUR RANSOM RIGHT HERE...



SUNSOFT

Detective Burns only knows  
one way to pry-back.

Rachel is there (She  
just smart, she's  
hot-knowledge)

# T.R.A.G.

## TACTICAL RESCUE ASSAULT GROUP

Professor Howard's been kidnapped and held hostage. Detective Burns is hot on the case, but so is the Tactical Rescue Assault Group (T.R.A.G.). As they fight for the limelight, the Professor's only hope may be his scientifically enhanced daughter Rachel, with her Artificial Intelligence implant. When the kidnappers demand a ransom, there'll be more than just egos flying, there'll be bullets....

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Publisher/Developer: Activision/Activision

Players/Genre: 1-4 Action

95

March 1995

Web Address: [www.activision.com](http://www.activision.com)

## Quake II

Giblets, Anyone?

**Q**uake and Quake II are more than just games on the PC—they're a religion for countless deathmatch devotees. But for console gamers, the Quake name has hardly achieved holy moly status. The Saturn and N64 ports of the original Quake were adequate, sure, but they were lacking in one key area: multiplayer. Activision is averting that particular mistake with Quake II for the N64.

Developed by Raster Productions and approved by id Software, Quake II packs four multiplayer modes, and—unlike Midway's port of Quake—it supports four players.

As far as the single-player game goes, Quake II producer Marty Stratton explained, "We asked what do people like about the original and what they don't. Gamers really seemed to like the weapons and enemies." Consequently, the N64 version packs all the same enemies and weapons, including the rail gun and RPG.

The 39 single-player levels and seven deathmatch maps were designed by Rogue, who created the add-on levels for the second Quake II mission pack on the PC. Stratton explained that if you've played through the 39 levels of Quake II on the PC, some of the N64 version's environments may seem familiar. "Occasionally you'll see half a level or half a room that you'll recognize," he said, "but especially all the levels have been redesigned. And of course all the levels have secrets like the PC version."

The developers gave Quake II a graphical facelift, too. All the textures have been retouched and re-rendered in 32-bit color, as opposed to the PC version's 16-bit color palette. The Expansion Pak adds some visual spark, too (see caption above). Still, a few sacrifices were made. Enemies have lost a few frames of animation, although they still duck and sidestep to dodge your fire. Your character's ability to duck has been taken out, too. No big deal, though: with the RAM Pak in place, Quake II looks even better than the hardware-accelerated PC version, *Alone!*



Quake II uses Nintendo's RAM Pak a little differently from other Pak-compatible games. Instead of simply popping the game into N-res, the Pak adds dynamic lighting to the weapons, draws holo effects on lights, bumps up the resolution of wall and enemy textures, and re-renders the entire scene in 24-bit color—while the game itself stays in the standard 320x240 resolution. In other words, the environments become more sharp and vibrant, without the dithering effects of the regular 10-bit colors you get sans RAM Pak.

## Multiplayer Modes

Here's the good news: Quake II's collection of multiplayer modes rivals that of GoldenEye. You get every mode you could want except co-operative play for the 19 single-player levels. And you get seven deathmatch-specific maps to boot. The bad news: Four-player mode was chumpy when we saw it—as chumpy as Turok 2's multiplayer; in fact, Two-player was perfectly smooth, however, and the producer told us they're still working to fix the frame-rate problems. Here's a rundown of Quake II's multiplayer modes:

- **Deathmatch:** Your standard kill-or-be-killed ordeal for two or four players.
- **Deathflag:** Kinds like a video-game version of Kill the carrier, everyone hunts the one player who carries the flag.
- **Flag Teams:** Blast fellow players in two-on-two or three-on-one miniwars.
- **Flag Wars:** Here's the classic capture-the-flag mode that's made PC Quake so darn legendary. Defend your fort and its flag, or scurry over to the other guy's side and swipe his flag. Return it to your base to win. You can also play without teams. In this variation, everyone battles each other for the flag.



**Take on the Struggs** using either Turok- or GoldenEye-style controls, or customize each button individually.





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TRICOM PICTURES

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Publisher/Developer	Players/Items	% Done	Release
Acclaim Iguana	1-4 Sports	80	April 1999
Web Address: <a href="http://www.acclaim.net">www.acclaim.net</a>			

# All-Star Baseball 2000

## The Best N64 Baseball Sim Gets Better

Last year, Acclaim's All-Star Baseball '99 took top honors as EA's favorite N64 baseball game. While it did have a few problems, overall it was still the best game in town, especially for sim fans. This year they've got added competition from the likes of EA and Konami, but from what we've seen of All-Star 2000, we think it's safe to say that Acclaim's got an excellent chance of staying on top.

Graphically All-Star is even more beautiful than it was last year. The 3D-res graphics are as astounding as ever (no Expansion Pak necessary), and the animation has been improved in almost every area. The detail that was put into each ballpark is truly amazing: From the rooftops behind Wrigley to the monuments in Yankee Stadium's Monument Park, everything is replicated almost perfectly. The camera work has been improved, too.

All of this is great, but what's more important is game-play. Believe it or not, this is where they REALLY went nuts with the details. ASB 2000 is a sim fan's dream—it's packed with dozens of features, many of which are either enhanced from last year or entirely new. The most important enhance events are the batter/pitcher interface—check out the sidebar for details. The AI has been tweaked in several areas (smarter CPU



One of the many new features of ASB 2000 is Instant Replay. If you've got an Expansion Pak, you can almost quadruple the amount of footage you can review.

players, better CPU draft management, more realistic stats over the course of a season, etc.), and the many GM options have been improved as well. Not only are there more stats, but they're more user-friendly and more accessible too (especially during a game). The Create-A-Player Mode is not only more detailed, but it allows you to create up to 25 players now (as opposed to 10 last year).

What else is new? There's honestly too much to list. Some of the more noteworthy stuff includes an Instant Replay feature, controlled sliding (to try to avoid tags), pitch speed control, multiple-player trades, daily HR tracking during a season, weather effects (rain/snow), hot and cold streaks, and more. Heck, you can even call for a double switch! The game speed has been increased by tons, too—you can bypass almost any unnecessary cinematic or delay to cut down on game time. A very nice feature, indeed.

As you can tell, we're pretty excited about All-Star Baseball 2000. Hopefully Acclaim and Iguana will put this much effort into their other sports titles (like QB Club, because it's obviously paying off). We can't wait to see what they do with the Dreamcast.

Another new addition this year: variable weather conditions, including rain and even snow (if the time/place is right).



Nearly every aspect of ASB has been featured over last year, even Create-A-Player. Check out the glare protection!

## Behind the Screens

Bey Dickerton, Assistant Creative Director at Iguana had this to say about the company's innovative new 3D Batting system: "3D Batting evolved from the simple idea of giving the players more control over where they wanted to hit the ball. When looking at past icon batting systems, they were all relatively the same and it was hard enough to make contact with the ball, let alone hit it to a desired part of the field. We then reviewed our own system and decided that actually tilting or turning the batting icon would accomplish what we wanted to do while keeping the relatively same, consistent interface. It was a simple matter of finding the right graphical representation and adjusting the hit angles available when the user positions the icon in 3D space. What I think resulted is a very intuitive interface that gives the user unprecedented control when at the plate."

With 3D Batting (top), players can actually target their swings more accurately than ever before. Got a runner on third with one out? No problem! Aim high and deep, so he can tag his way home! Also new: Pitch type AND location guessing (bottom). Sweet!





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Pro 18's 3rd hole, Coeur d'Alene



Actual 3rd hole, Coeur d'Alene

“Honestly, if you're playing the course and you're playing the game, there is no difference!”

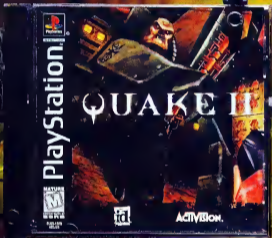
—Bill Reagan,  
General Manager,  
The Coeur d'Alene Resort



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Head on to the next level.



Publisher/Developer	Player/Genre	% Done	Release
Acclaim Iguana U.K.	1 Action/Adventure	60	August 1999
Web Address: <a href="http://www.acclaim.net">www.acclaim.net</a>			

## Shadow Man

I Love That  
Voodoo You Do

**Y**ou may have heard of Shadow Man—you may have even seen early shots from the game and read about its mad-as-hell story line right here in EGM. Chances are you'll be hearing and seeing quite a bit more of Shadow Man since Acclaim is positioning it as, in their words, a game on the same level as the mega-hit *Tomb Raider*: But marketing dollars aside, from what we've seen of Shadow Man so far, it looks as if this 3D action/adventure is truly something special.

The voodoo-flavored story is rich and twisted, putting Mike LeFoi (a.k.a. Shadow Man) in the unlikely position of saving the world from Legion, a being who has come from beyond the universe to cause mayhem. By employing the "talents" of five serial killers, Legion plans to...well, cause mayhem in various evil ways. So along comes Mike LeFoi as a kind of undead assassin who is chosen to kill these serial killers and Legion, while traveling between the real world and Deadside gathering information, items and power, and killing evil minions.

Like any good story, Shadow Man has a simple moral behind its complex gameplay: You get to kill the serial killers. And if you believe in the adage "an eye for an eye," this is due justice, since these guys are real sick bastards who kill and maim for fun. Of course, you meet up with different people and beings in your travels—some friendly, some not. One in particular is quite strange: A snake named Jazmy who's the gatekeeper to Deadside (snaky what's a weird skull for a head and means a tap ball). As if this weren't weird enough, in this early version of the game, he has sort of an indistinguishable Irish or Scottish accent.

In Shadow Man you'll go back and forth between the levels several times in order to truly complete the game. Think of it in the same way you have to finish *Zelda* or *Benjo Kazeo*, although this is the only thing Shadow Man has in common with these games: Like boy and teen Link in *Zelda*, you can get to places as Shadow Man you can't get to as Mike

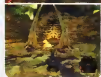


Iguana U.K.'s VISTA technology allows you to see far into the distance with the use of little or no fog.

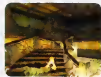
LeFoi, and vice versa. In addition, there are certain items you must collect to access inaccessible areas to find secrets, which ultimately equals more power with which to fight stronger enemies and bosses. "There's a multitude of experience in each level, whether it's an action, adventure or puzzle element," explains Guy Miller, creative director for Iguana U.K.

The main items you'll collect in Shadow Man are called Goo. These act sort of like the items do in *Narzo 64*, except there is nothing special at the end of the game if you collect all of them. Instead, after collecting all of the Goo, your power level will be at its max, and you'll be able to take on Legion all the more easily after entering the Asylum.

Graphically, Shadow Man will support low, medium and hi-res (although this res supported only a rather dark low-res mode). In addition, the game uses VISTA technology, a graphics engine developed by Iguana U.K. that basically allows you to see into the distance without having to use any unsightly fogging techniques. Thanks to the N64's graphical capabilities, Shadow Man has a load of subscenes integrated into gameplay as well. Miller commented on how the CG video in the earlier days of gaming was frustrating, and how he'd rather play those hits instead of the actual game: "I've always wanted to put a really story into a game, and the technology now is making that possible." Miller went on: "We're not sure if he realized the gun or not, but Shadow Man is certainly meaty...in more ways than one."



The gates to Deadside. From here on out things get pretty freaky. Talk to Jazmy and he'll give you a bit of advice.



Shadow Man's stages are quite intricate. They vary greatly from one to the next and from the real world to Deadside.



Palmer Brumpp, The Elder  
The "1234" Tower of Babel  
c. 1543; Oil on panel, 66 x 74.5 cm; Museum  
Beyazadevan Saraymagan, Istanbul  
See also: [www.1234tower.com/](http://www.1234tower.com/)

## Mini-FAQ

### Who all is working on Shadow Man?

Guy Miller, Creative Director at Iguana in the United Kingdom, is the main man behind the project, but he's obviously not the only person working on it. In fact, all of Iguana U.K. is working on Shadow Man—that's roughly 60 people. It has been in development for just over two years.

### What else has Guy Miller worked on?

Miller has been in the gaming industry for a long time. In fact, he worked on *Battle Toads* and *Wild Warriors* on the NES and many other old-school titles. More recently, Miller has worked on *Tomb Raider* when he was with

Cave. Now with Iguana U.K., he's the man behind Shadow Man.

### What inspired the grim and horrific story behind Shadow Man?

There are several things. First and foremost, there's a painting by Peter Bruegel called *The "Little" Tower of Babel* (see left). Miller thought the tower looked like somewhere serial killers go when they die. The Asylum in Shadow Man is based on this tower—a dark, disgusting and filthy place full of evil and death. Other inspirations include paintings by Francis Bacon and the movies *Seven* and *Jacob's Ladder*. Needless to say, the game is twisted.

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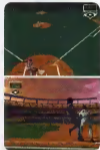
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ea.

Publisher/Developer	Player/Teams	% Done	Release
Electronic Arts TREX ARCH	1-2 Sports	90	March 1998
Web Address: <a href="http://www.us.sports.com">www.us.sports.com</a>			

## Triple Play 2000

### EA Takes A Swing At The N64

Over the ball is hit a handy directional arrow tracks it for you.



**W**hen EA released NBA Live 99 for the Nintendo 64, I bet you it didn't look or play a whole lot different than Live 98 for the PlayStation. TP 2000 will not ensure the same fate. Instead developers TREX ARCH and EA Sports are introducing a brand new, unique baseball game for Nintendo's machine.

Compared to TP 98 (for the PS), the franchise is much better. Remember how that game took heat for its choppy animation? That won't be a problem here. On the innovation side, a quick-cut camera follows the action from up to 75 angles. For example, close plays pit plays (or any base) are viewed from a side vantage point close to the bag. When balls are hit fast or deep, a battalion of camera angles are enabled to give a quick-cut TV-style presentation.

Curiously, the batting view is in different locations depending on the game difficulty level. On Rookie, the view is well above the catcher's head. In Pro, it's slightly lower while the traditional "catcher-cam" is reserved for the hardest level. It seems this was done to promote the game's expanded sweet spot as well as the arcade-like gameplay in general. Getting a hit on Rookie is pretty darn

An example of some of that quick-cut camera work.



It's Triple Play's Nintendo 64 debut. The kids are expecting a lot out of this one.

easy, so there's no need to have the cam in the traditional spot when an angle with a greater field of view can be used.

With all the bells and whistles in place including MLB and MLBPA licenses, season, playoff, home run derby and of course two-player modes—the game is juicy. Having played this early version we can say it definitely has a unique and "different" feel. Now...is that a good or a bad thing? ●

Publisher/Developer	Player/Teams	% Done	Release
Konami NCE America	1-2 Sports	100	March 1999
Web Address: <a href="http://www.konami.com">www.konami.com</a>			

## Bottom of the 9th



Konami's semi-popular PlayStation baseball franchise is now making its way to the N64. That's right kids, Bottom of the 9th has arrived, and it's already complete—a set bad for a game whose existence we weren't even sure of slightly over a month ago.

Bottom of the 9th is strikingly similar to the PS version, only with slightly smoother graphics and

better control. As far as gameplay is concerned, it doesn't offer anything drastically new or different from other baseball games. It's got good, solid control, a decent (though slowly becoming dated) batter/pitcher interface and average graphics. The Scenario Mode is easily the coolest feature of the game, allowing you to take part in 20 different key scenarios that took place last season. On the downside, there's no Create-A-Player feature, and—get this—there's still no official MLB team license (the PlayStation versions don't have it either). It's too bad, because that "inter" omission is going to cost Konami a whole lotta sales. "Real" baseball fans want "real" teams. If crap like Mike Piazza's StriKozone can pull in a team license, there's no reason why Bottom of the 9th shouldn't be able to.

If you can get past these faults, you may want to give Bottom of the 9th a try. All things considered, it's still a surprisingly playable game. If all goes well, it should be on sale by Opening Day.



The Training Mode allows you to sharpen your skills in either batting, pitching or fielding.



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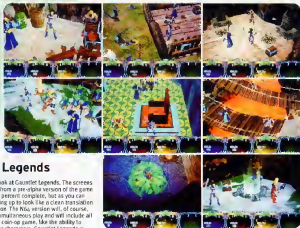


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## Gauntlet Legends

Here is a very early look at Gauntlet Legends. The screens you're looking at are from a pre-alpha version of the game which is less than 20 percent complete, but as you can tell, it's already shaping up to look like a clean transition from the arcade version. The N64 version will, of course, support four-player simultaneous play and will include all the features from the coin-op game, like the ability to level up and save your characters. Gauntlet Legends is due out in May from Midway and Atari Games.



## WWF Attitude

WrestleMania is slowly leaking out information on their next wrestling game, WWF Attitude. As you can see here, we don't have much to show you other than these early menu screens. Besides the obvious and obligatory roster updates over WWF War Zone, Attitude is supposed to feature much more in the Create-A Wrestler department. The biggest improvement Iguna is looking to implement is fully customizable fighters, meaning you can pick individual moves for each situation (off the top tumbuckle, opponent on the mat, etc.) Instead of picking an existing character's set of moves, Acclaim will be giving you Attitude in May. Check videogames.com and the next issue of EGM for more Attitude coverage until then.



## Monster Truck Madness

Rockstar (a new publishing label under Take 2 Interactive) will be bringing out Monster Truck Madness for the Nintendo 64 later this year. This off-road racer is based on Microsoft's PC game of the same name but will have new exclusive features. As of press time, we weren't sure what exactly these features are (all we were told was, "The N64 version will have a lot of new s\*\*\*"), but we do know the car will have new cars and tracks.



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-GamePro

"Improvements and pluses that will delight all the old fans and the countless new ones."

-GameFox

"...even better - and odder - than the original."

- Official PlayStation Magazine

"...combines stunning graphics and engrossing gameplay."

(★★★★ out of four)

- USA TODAY



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- GamerzEdge



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"...all the intricacies of a real game, from line drives to the suicide squeeze and the double switch."

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\*PC version only



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- Trip Hawkins, President, 3DO



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Ubi Soft

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Ed's toxic goo turned the world crazy - tomatoes are rotting, carrots are being back, and Grogg the Holish wants Ed's head. Help Ed right the wrongs in 12 wily animated worlds - insane puzzles, killer vegetables, dangerous dungeons, and more. All caused by Ed. It's the biggest trouble anyone's ever gotten into... or out of.



# PlayStation

## Game Directory

- *Final Fantasy: The Spirits Within*
- *Final Fantasy: Unlimited*
- *Final Fantasy: The Crystal Chronicles*
- *Final Fantasy: The Crystal Chronicles: Ring of Fates*
- *Final Fantasy: The Crystal Chronicles: The Crystal Ball*
- *Final Fantasy: The Crystal Chronicles: The Crystal Tower*
- *Final Fantasy: The Crystal Chronicles: The Crystal Tower*
- *Final Fantasy: The Crystal Chronicles: The Crystal Tower*
- *Final Fantasy: The Crystal Chronicles: The Crystal Tower*
- *Final Fantasy: The Crystal Chronicles: The Crystal Tower*

# PREVIEWS

## Ehrgeiz

### Ehrgeiz! Gesund Heit!

**W**ere you among the millions of troubled souls who seeked aid after Square/Dream Factory's quasi-legendary fighter *Tobal 2*, only to try out in agony as men flung out that they did not "have the resources" to translate the game? Were you among the faithful who erroneously hoped Square would somehow find it in their hearts to surprise us anyway, or that the newly formed EA/Square faction would eventually release this import-only masterpiece? Well, if you were, you would be sure, as *Tobal 2* will forevermore remain "one of those that got away."

However, if it's any consolation, Square EA will be releasing Dream Factory's arcade fighter, *Ehrgeiz*, to the masses sometime this May. Dubbed by many fans the "Final Fantasy Fighter," *Ehrgeiz* was originally released in arcades last fall. The result of a partnership between Square (publishers), Namco (System 32 hardware, arcade distribution) and Dream Factory (the developers), *Ehrgeiz* builds on the free-roaming 3D fighting engine that made *Tobal 2* such a critically successful endeavor. Taking it a step further than *Tobal 2*, *Ehrgeiz* attempts to enrich the concept by adding multilayered backgrounds, destructible objects and individualized projectile attacks. While there is a story line centering around the "legendary"

### Tekken it to the Limit

Dream Factory, the masterminds behind *Tobal No.1*, *Tobal 2*, and now, *Ehrgeiz*, is comprised of industry veterans whose credits include both the *Tekken* and *Virtue Fighter* series. Although the fighting engines have remained remarkably similar throughout the three Square games, the *Quest Mode* has gotten more ambitious with each installment.

*Tobal* decides to take the high road as Han (currently solo) unleashes an attack of environmentally friendly properties.



Publisher/Developer	Players/Gears	% Done	Release
Square EA Dream Factory	1-2 Fighting	75	May 1999

Web Address: [www.squareft.com](http://www.squareft.com)



This guy's lucky he's only getting his ass kicked. If "Prince Nasean" were up to it, he could crack him over the head with that great

sword *Ehrgeiz*, we all know it's just a big ol' excuse to kick some butt!

As can be expected of the creators of the *Tobal* series, the home conversion of *Ehrgeiz* incorporates a *Quest Mode* called "Godless, the Dungeon." In this mode you take control of one of two new characters exclusive to the game, and attempt to guide them through the ruins of a medieval dungeon. Unlike the *Quest Mode* in the *Tobal* series, you can pick up weapons and armor in *Ehrgeiz*, and actually see your character wearing whatever it is you've found, if that weren't enough, there's also a small handful of mini-games for anyone wanting to take the *Ehrgeiz* folk and make them race across a beach or play a huge game of *Ultima*, among other things.

In any case, for the many who felt burned at the loss of *Tobal 2*, now's your chance to make peace with the past. Due to arrive in the States this May, the arrival of *Ehrgeiz* might make more than a few gamers say "Tobal, who?"



Last one to the finish line buys the beer!

Like the *Tobal* series, *Ehrgeiz* also features a *Quest Mode* with beautiful graphics and some neat light-sourcing.



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Publisher/Developer: Polygram/GaMMA % Done: 100%

PlayStation: 1 Action 60 May 1999

Web Address: [www.polygram.com](http://www.polygram.com)

## G-Police Weapons of Justice

### Return Of The O.G. Police....

**A**mong 1999's crop of Polygram's games, two stood out from the pack, due to their unique futuristic design and intriguing gameplay: *Colony Wars* and *G-Police*. Now that Polygram has already released a much-improved sequel to *Colony Wars*, many have been wondering what the *G-Police* sequel (which we first broke the news on in *EGM #152*) would be like. Well, the suspense is over now that Polygram has given us a beta of *G-Police Weapons of Justice* to play.

While the previous installment of high-flying helicopter action had been a critical success, there were still a few, substantial criticisms leveled at it, most notably the extremely problematic draw in buildings and enemies would pop up only a few feet in front of you, causing much confusion. This famous draw-in problem has been met with a clever solution. Each craft now has something called an "echo-location" system. What this means is buildings and ships far off in the distance will be rendered in wire frames until they're revealed in full 3D models (if you've played *Krazy Ivan* for the Saturn, you know how this works).

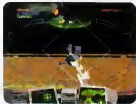
Numerous other features have been implemented to improve the overall playing experience. To begin with, in addition to the original helicopters, three new vehicles have been added to the game. These are the Raptor (a two-legged ground attack craft), the Conquer space craft, and a ground-based police car. While the original control scheme is still intact, an additional "accide" setup is included to give the game an easier learning curve. In addition, weapon variety has been increased from 14 to 25 different weapons, each mission will have multiple objectives, enemy AI has been enhanced and mission briefings will be clearer and enhanced with audio cues. To top it off, even the HUD has been cleaned up for easier reading. In *Weapons of Justice*, you also have ground forces that will aid your progress and help take over hostile installations.

Keeping the *G-Police* story line moving smoothly is the



Looks very *Colony Wars*-ish, doesn't it?

addition of in-game cutscenes rendered with the game engine, as well as CD FMV's at the beginning and the end of the game. Due to arrive in stores this May, *G-Police Weapons of Justice* looks like it may put to rest all of the problems the first incarnation had, while adding more than enough to warrant the sequel. Akin to the feel of the old while adding an exciting new chapter to the series, fans of the original have a lot to look forward to this spring.



You'll get to pilot more than just a helicopter this time around.

It's always really, really dark in this universe. Hey, don't the *G-Police* ever work during the day?

It's anyone who starts a sentence.  
"When I was your age..."

It's your parents when they say,  
"Why couldn't you be more like your brother?"

It's the cop who gave you the jaywalking ticket.

It's all the girls who ever  
gave you a fake phone number.

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Publisher/Developer: Polygram/Beenox

For Interactive: 1  
 Age-Rated: Adventure 80  
 2nd Qtr. 1999

Web Address: www.polygram.com

# Croc 2

Lose And You're Luggage...

Planes, Trains and Automobiles

All-new vehicles break up the monotony while introducing new challenges.



**F**ox Interactive's dashing, green-skinned hero returns to battle the evil Baron Dante once again in *Croc 2*, the sequel to Fox's million-selling 3D adventure game.

After defeating Baron Dante at the end of the last game, Croc leaves his adoptive island home in search of his long-lost parents. Unbeknownst to our hero, the Baron is far from finished and is plotting revenge against Croc and his furry Gobbo pals.

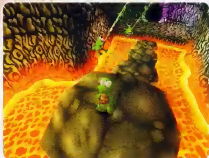
Utilizing a modified version of the original Croc engine, *Croc 2* runs in high res at 30 frames per second, blowing away its visually impressive predecessor. The levels are less linear, too, with more of an emphasis on exploration and puzzle solving.

As for Croc himself, he's learned a few new tricks since his first adventure, such as a new boost jump, achieved by rapidly pressing then holding and releasing the jump button. The new jump allows Croc to jump higher than before to reach previously unreachable platforms. In addition to his traditional tail whips and butt bounces, Croc now has the ability to pick up and throw certain objects at enemies.

Croc also has a number of new vehicles at his disposal, including a mine cart, a raft, a hot-air balloon and a hang-glider, which you must navigate Pilot Wings sofly through a number of opening and closing rings. There's also a goat to ride snowball, which Croc must run atop to avoid being crushed. Fox also promises to include "teach-improved

swimming and ice slides, too." Even more exciting, *Croc 2* is said to contain some mini-racing games, such as a Mario Kart-style auto race, guaranteeing plenty of gameplay variety.

As for Croc's furry friends, they've undergone a few changes, as well; they now have the ability to talk at a limited, me-Gobbo-you-Croc sort of way, allowing them to drop the occasional hint. Their appearance also changes from level to level; the Inca level, for



Utilizing a modified Croc engine, *Croc 2* runs in high res at 30 frames per second with zero texture warp or pop up.

instance, is populated by tribal Gobbos in ornate outfits, while Wild West Gobbos are dressed as cowboys and Indians. While this is mostly just eye-candy, it does allow you to find and identify specific Gobbos you may be looking for.

Rather than progressing through the game by hopping from island to island, as was the case in the original, *Croc 2* is divided into four hubs. All of the available levels are linked to the hub by doors, many of which must be unlocked first by finding keys or solving puzzles.

As fans of the original will be happy to learn, *Croc 2* is populated by plenty of challenging, off-beat Bosses. With names like Lava Lamp Larry and Venus Fly-Von Trappo, you know they've got to be weird.

All in all, *Croc 2* looks like it's going to surpass its celebrated predecessor in every conceivable way, promising to achieve the same PlayStation Greatest Hit status.



Pick on somebody your own size! Croc once again faces plenty of screw-filing battles.

Rather than allowing you to exit a level, gongs now serve as checkpoints.

LONG AGO, A SMALL COUNTRY WAS DESTROYED BY SPIRIT OBJECTS POSSESSING MASTERS' POWERS. BUT THESE OBJECTS, BELLS, WERE UNDER THE FINGER. EVENTUALLY, THE EMPIRE DESTROYED ITSELF, SEALING ITS SCORE FOR ETERNITY. 1000 YEARS LATER, ONE MAN HAS UNLEASHED THE POWER AND ONCE AGAIN, THE CONTINENT FACES TOTAL DESTRUCTION. IT'S BELLS AGAINST BELLS AS 12 INDIVIDUALS FIGHT FOR PEACE, POWER, GREED AND PROSPERITY. OBJECTS OF POWER FAIL, BUT THE SCARS REMAIN.



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## TRIPLE PLAY 2000



Publisher/Developer	Players/Genre	% Done	Release
Namco	1-2 Light Gun	95	March 1999
Web Address: <a href="http://www.namco.com">www.namco.com</a>			

## Point Blank 2

Just Say No To  
"Point"-less  
Video Game  
Violence

**T**he sequel to Namco's lighthearted light gun game *Point Blank* is on its way and promises to deliver more of the addictive multi-layer action that made the original a cult favorite. Like its arcade cousin, *Point Blank* is a collection of deceptively simple gun games starring a pair of bumbling captives. Although *Point Blank*'s graphics were intentionally cartoonish, the action was surprisingly intense, particularly when joined by a friend.

Following the adage "if it ain't broke, don't fix it," Namco serves up a piping-hot pack of new minigames—along with plenty of your old favorites—for *Point Blank 2*.

Among other tasks, you'll be required to save the Earth from UFOs, keep a tin can airborne for 30 seconds, shoot the correct answer to simple math problems, and mow down an entire clan of cardboard ninjas. For your relaxation, there's even a game that requires you to shoot 20 insects! "Jaigas," which fly in hoppers straight out of the arcade classic.

Like the previous PlayStation version, *Point Blank 2* also has a Story Mode, which has you searching for a lost princess in a comical theme park. The real fun, however, can be found

The object of this game is to shoot off the knight's arrow—without hitting any exposed body parts. Ouch. Indeed.



Look for escapes from other Namco titles in *Point Blank 2*.

on to again in *Point Blank 2*'s addictive Party Modes—Tournament, Team Battle and Turf War—which allow up to eight opponents to shoot it out, two at a time.

One word of caution—*Point Blank 2* only works with Namco's own GunCon light gun, however, given Namco's increasing library of great shooting games, including *Time Crisis* and the *Point Blank* series, the GunCon is rapidly becoming one of PlayStation's must-own peripherals.

Publisher/Developer	Players/Genre	% Done	Release
Acclaim Software	1 Action	50	June 1999
Web Address: <a href="http://www.acclaim.com">www.acclaim.com</a>			

## Alien Resurrection



You know you're f-ed when aliens start dropping out of the sky.

*Alien Resurrection* is based on the fourth movie in the *Alien* series and is being developed by Argonnet, the creators of *Croc* and the original *Solar Fox*. You can play as one of five different characters from the film: Ripley R, Call (the

ship's mechanic, played by Winona Ryder), Johnson (that huge guy from *The City of Lost Children*), Christie (the dreadlocked sharpshooter) and D'Saiphano (the soldier from the *Aurigo*). Each character is designed for specific levels, so you won't be able to pick one at will.

*Alien Resurrection* will feature "highly destructible environments," a huge arsenal of weapons and mission-based objectives within the game's 33 levels. The game's top-down 3D perspective is similar to *Pitfall 3D*, but the shooting elements and interaction with the environments make this a decidedly darker, tenser action game. The frame rate and action seems rather sluggish, but this game is far from complete. The final version should run smoother and will also have sharpened AI (so aliens will work as a team and pop from walls and ceilings and such).

Right now the price is slated for a June release.





stop it before  
it multiplies.

[the plague.]



[not the praise.]

[ "Stunning spell effects" —EGM ]

[ "Deep, involving storyline...beautiful graphics" —GamePro ]

[ "Beautifully rendered" —Next Generation ]

[ "Loaded with exquisite music." —Game's Republic ]

[ "Unravels like a good mystery... epic." —PSM ]

[ "A highly interactive world." —PSExtreme ]

[ [www.shadowmadness.com](http://www.shadowmadness.com) ]



Platform/Developer	Players/Users	% Done	Release
Interplay Interplay Sports	V2 Sports	80	March 1999
Web Address: <a href="http://www.interplaysports.com">www.interplaysports.com</a>			

# Baseball 2000

## Interplay Sports' Baseball Debut

The game's interface has been cleaned up and made more user-friendly.

Last year, VR Baseball '99 arrived late, but it turned out to be an extremely solid baseball sim, held back only by a few amateurish problems and some outdated graphics. Recently, we received an early version of Interplay's (re-named Interplay Sports') sequel to VR '99, Baseball 2000. Here's what we think so far. Baseball 2000 sports a host of improvements over its predecessor, the most notable of which are the Create-A-Player feature, play-by-play commentary by Major League announcer Sean McColl, a Tournament Mode with fantasy draft, and analog control with Dual Shock support. The graphics are very noticeably improved as well, though at this point in time (30fps), the frame-rate in the field is a bit chippy; hopefully this will be cleaned up for the final release.



Baseball 2000's batter/pitcher interface looks much better than it did in last year's VR Baseball '99.

Gameplay-wise, Baseball 2000 is just as well rounded as it was last year, with smart AI, realistic play and a host of stats and options. The attention to detail as far as realism is concerned is obvious—"True" baseball fans will definitely appreciate it. The only potential problem lies in the frame rate, if the developers can't fix that small but important problem, Baseball 2000 will be well worth checking out when it hits stores in March.

Platform/Developer	Players/Users	% Done	Release
Wii Soft Wii Soft	P-4 (Wii) Racing	50	April 1999
Web Address: <a href="http://www.ahw.com">www.ahw.com</a>			

# Monaco Grand Prix



No licensed drivers, teams or tracks (except for Monaco), but the authentic feel is definitely there.

We've told you about the ultra-slim, Monaco Grand Prix for the N64 (February issue). Now comes the slightly less detailed but very promising PlayStation version.

Before you roll your eyes at "just another F1 game" you may want to pay attention. At just 50 percent completion it's already apparent a sound foundation is in place. The frame-rate is very smooth and fast even when traffic gets heavy

up to 32 cars at once). And while the graphics are nothing special (similar to Pyrostar's Formula One 98), it's of small consequence given the competent racing gameplay.

Car control is accurate and responsive, especially when using the analog control. Weaving in and out of traffic and maneuvering the "m" curves is a lot of fun. On the other side, the analog speed control offers decent acceleration and braking.

Arcade Mode provides sloppy but entertaining racing. It's possible to bump other cars and do a fair amount of loose driving. Championship Mode offers all the traditional physics of a real contest. A ton of adjustments can be made prior to and during qualifying. You can even adjust ground clearance and individual gear ratios. For the most part the six physics hit the mark: The challenge lies in making a turn at higher speeds and not drifting too high, braking hard before corners, etc.

No doubt the finished game will have all the bells and whistles we've come to expect in a Formula One game including two-player split and four-player link play. But, in hopes Monaco Grand Prix will offset itself by featuring good racing gameplay rather than options glare (even though the game will have plenty).



Pop-up and draw-in are minimal and there's no distraction while racing.

**Lightning-fast arcade-style action!**

# WCW NITRO™



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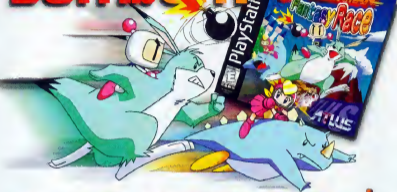


## Fighter Maker

Now here's some good news: *Fighter Maker* is making its way to the States! If you ever thought you could make a better fighter than Namco or Capcom, now you can try. In Agelec's (formerly Axi) *Fighter Maker*, you can customize everything from walking and blocking animations to special moves and grabs. When we say customize, we mean down to individual limbs, which can be manipulated any way you want. You can also set the frame speed for each move and how the attack will affect the enemy, like whether you want to knock the body down or have it launch into the air for easy juggle combos. Ever wanted your fighter to do the Macarena? You can do that too (Agelec demonstrated for us a fighter doing a "Macarena" death blow...you had to hit the fighter before he finished the dance, otherwise you met with instant death). It's all very cool. *Fighter Maker's* release is set for late May or June. We'll have more info on this game next month.



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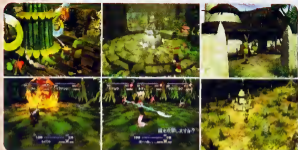
You want to play with fire? Monaco Grand Prix™ is the most challenging racing simulation ever created. 22 expert racers compete on 16 famous, international tracks. The advanced driving engine redefines the meaning of expert racing. Every turn, pass, and acceleration must be timed to perfection. This is not a toy. Blow it and your car is shrapnel. Bred for the Ferrari® F1, tuned for the PlayStation® game console and the Nintendo® 64, and approved by the masters of the Automobile Club de Monaco. Feel the burn.



# GRAND PRIX™

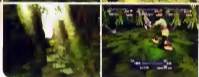
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## Jade Cocoon: Story of the Tamamayu

Developed by Gemis in Japan and published here by Cave Entertainment, Jade Cocoon is a cinematic RPG expected to hit this summer. The game has you following in your father's footsteps to be the cocoon master of your village, a job that has you using magic cocoons to train monsters that join your party. Katsuya Kondoh—the conceptual artist for Japan's highest-grossing film, Princess Mononoke—is crafting the game's unique visuals.



## Big Air

Since there's an extreme shortage of snowboarding video games on the market right now (week work), Accelade is giving us Big Air. Developed by Peabull Syndicate, Big Air is a licensing monster: The game features 60 real snowboards (then nine licensed companies), 30 musical bands (including our friend Diesel Boy), seven clothing manufacturers, five real-life professional snowboarders and one partridge in a pear tree. Big Air is due out in March.

## Grand Theft Auto: Mission Pack #1, London 1969

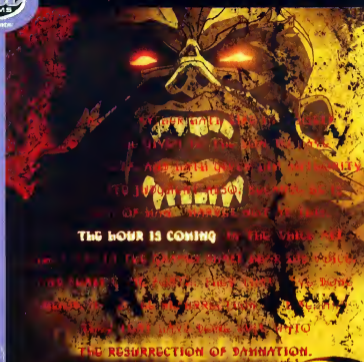
Rockstar (a new publishing label under Take 2 Interactive) is bringing out the first-ever add-on disc for the PlayStation. Grand Theft Auto: Mission Pack #1, London 1969 is not only a mouthful of a title, but it's a set of new missions that makes fan of British TV and films of the 60s and '70s. So how is an add-on disc for the PlayStation supposed to work, you ask? Upon loading of the Mission Pack, the game will prompt you to place the original Grand Theft Auto in your system. After it loads up the necessary game engine data, you replace the Mission Pack, which will then load up your new London-based stages. GTA: MP#1, Log69 should be out in stores this summer.







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COMING OF DARK WARREN OUT TO TAKE

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**\$28.95**



## High Heat 2000

3DO is taking a stab at the baseball genre with this Team 3DO title, due out in June. Beyond the MLBPA license, no cap players and all stats galore, something called TruePlay AI is used. This feature enables "true-to-life" base running, fielding and managing (so they say). In addition, the game boasts six different pitching types for infinite pitch locations. Play-by-play is done by announcer Ted Robinson.



## R/C Re-Volt

Probe is developing a new radio-controlled racing game, R/C Re-Volt. But instead of traditional dirt race tracks, you'll be racing in a variety of stages not normally suited for RC racing, like the museum shown in these screenshots. You'll also get to use a variety of power-ups and weapons such as bottle rockets to help ensure victory. Acclaim will be bringing R/C Re-Volt out in July.



## Monster Farm 2

Monster Farm 2, the sequel to Tecmo's monster-raising RPG (released as Wooster Rancher in the U.S.), should be out in Japan by the time you read this. The premise is simple: You create monsters by using music CDs and battle them to climb the ladder to become the world's best trainer. There are over 300 total, both "good" and "evil," and you can train them by making them run, swim or meditate, or earn money by playing mini-games via the PocketStation. Tecmo is planning a nationwide tournament and animated series for Japan.

## D.I.R.T.

What's this, Moto-Racer 3? Not if it's a moon one with no publisher (yet) by FoxCom. Realism is top priority. D.I.R.T. has 10 tracks comprised of five motorcycles, four supercars and three enduro. Good graphics, variable weather plus 125 and 500cc non-licensed bikes are included. Release date unknown.



Warning: This ESRB rating is for software that may be inappropriate for children under the age of 17. (Some content may be offensive to your culture.)



## UmJammer Lammy

UmJammer Lammy, the sequel to the irresistible PaRappa the Rapper, will be released in Japan this March. The game centers around rock 'n' roll this time around, as Lammy and Friends Katy Kat and Miki-san (members of the band Milk Can) try to achieve superstardom. Sony has included a two-player mode in the sequel. You'll also see a few familiar faces throughout UmJammer Lammy. And remember, "You gotta believe!"



## Persona 2: Tsumi

Atsushi recently released the first screens and info on the upcoming sequel to their hit RPG Revelations: Persona, called Persona 2: Tsumi (Tsumi means "Sin"). The game takes place a few years after the first Persona. The story centers around a high school that's supposedly cursed—apparently, anyone who wears the school's insignia gets stuck with the curse. Sounds pretty cool. The game will sport multiple paths throughout play, as well as an enhanced battle system. Hopefully, the classiest Sony evaluators who decided that Atlas' Soul Hackers wasn't good enough for the U.S. won't pass up this gem as well.

## Final Fantasy VIII



Sony's PocketStation portable game machine/memory card has been hard to find in Japan ever since it was released in late January, and here's a big reason why—Final Fantasy VIII has its own PocketStation megacore, named "Ode to the Chocobo" or "Go Chocobo" where players can help everyone's favorite little feathered friend fight enemies or collect items. Check back next issue for more FFXIII coverage.

BY COOKING  
YOU SEAL IN

A miniature soldier figurine in full combat gear, including a helmet and camouflage, is positioned on a rocky, uneven terrain. The soldier is holding a rifle and a flashlight, with a bright, wide beam of light emanating from the flashlight, illuminating the scene. The background is a blurred, natural outdoor setting with trees and foliage.

ARMY  
MEN 30

REAL COMBAT. PLASTIC MEN.™

# THEM QUICKLY, THE JUICES.



Exclusively on the PlayStation® game console, from **3DO™** [www.3do.com](http://www.3do.com)

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# Game Boy Color

PREVIEWS

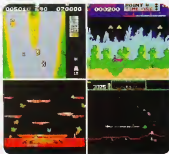
## Super Mario Bros.

Whoa ho! Nintendo recently announced plans to bring the original NES classic, Super Mario Bros., to the Game Boy Color this May. The GBC version will be an exact port of the original, though the screen will scroll up a bit to make up for lost space (the GBC's screen dimensions don't match up properly with the old NES). Hopefully this is only the first of many NES ports to come...



## Midway Presents Arcade Hits

Midway is actually presenting two compilations from Joust (which will support two-player link) and Belevator on one cartridge; Moon Patrol and Spy Hunter on another. Digital Eclipse is handling all the development duties for the color portable releases of these arcade classics. Both carts are due out sometime in March.



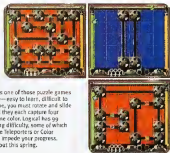
## Top Gear Pocket

Emco will be publishing Vision Works' Top Gear Pocket, the first American Rumble Game Pak for the Game Boy Color. Yup, that means exactly what you think it means—the game will shake and jiggle while you play Top Gear Pocket; it will also support two-player link play; just imagine what you can do with two simultaneously vibrating GBC! Top Gear Pocket is scheduled for April.



## Logical

Synsoft's Logical is one of those puzzle games you know the type—easy to learn, difficult to master. In the game, you must rotate and slide around gears until they each capture four marbles of the same color. Logical has 99 stages of increasing difficulty, some of which have obstacles like teleporters or Color Changers that will impede your progress. Logical is due out this spring.





# Game Boy Color

## 720°

Who says skateboarding is dead? In this port of the classic arcade game, you get to do all the stuff real skaters do: dodge traffic on your way to skate parks (four parks total), avoid swarms of angry bees and go for all of the gold medals. Right. Just like real life, the different parks from the original are Backdownhill, Slalom, Ramp and Half-pipe... you're coming from Digital Eclipse Software and Midway in March. All we have to say is this game should be radical... dude.



## NBA Jam 99

Unlike its N64 big brother, the GBC version of NBA Jam 99 is like the old-school versions of the game, featuring little or no realism and being proud of it. With its two-on-two gameplay (with two-player link support), crazy stunts and pats and a choice of 29 authentic NBA squads (four stars from each team), it might be a nice addition to the system's growing library. Look for it from Taurus Games and Acclaim in February.

## Prince of Persia

Ed Magnin & Associates and Mindscape Entertainment are bringing the classic side-scrolling action/adventure to the Game Boy Color in April. This one features all-new levels (53 levels in all) and new enemies. Expect many of the token baddies, traps and minis from the original while on your way to saving the beautiful princess. In case you care, Pop supports five different languages.



## NHL Blades of Steel '99

Konami-developed and published Blades of Steel '99 features the teams of the Western and Eastern conference and real NHL players. Game modes include: Practice, Exhibition, Season and Playoffs. Adding greatly to the Season Mode are team stats plus the ability to trade players. On the ice the characters move surprisingly fast with emphasis on body-checking and fastbreaks. Two-player link is also available. Look for it in March.



## The Rugrats Movie

Using the story line from the Rugrats movie, the Game Boy Color game features two levels of platform and racing action. You can control Tommy, Dil, Chuckie and the Reptar wagon in stages ranging from the Pickles' house to the woods. In addition to exclusive bonus areas, this one is coming from Software Creations and THQ in March.





# COLOR ON THE GO



THE BEST OF GAME BOY,  
FIGHTING ACTION NOW  
AWAITS YOU!

AVAILABLE NOW!



YOU'LL NEED A LOT OF BALLS  
TO PLAY THIS ONE!  
MAR-BALLS THAT IS!  
COMING IN MARCH!



FOR 3,000 YEARS, THE DRAGON  
OF TILES HAS CHALLENGED THE  
ORIENT. NOW CHALLENGE YOUR  
SKILLS IN 3 DIFFERENT GAMES!

AVAILABLE NOW!



QUEST FANTASY CHALLENGE  
WILL TAKE YOU ON THE  
BIGGEST ADVENTURE YOU  
CAN FIT IN THE PALM OF  
YOUR HAND!

COMING IN MARCH!



TAKE BUGS BUNNY ON AN  
AIRPLANE, PORKY PIG TO SCHOOL,  
DAFFY DUCK FOR A DRIVE. YES YOU  
CAN, WITH LOONEY TUNES FOR  
GAME BOY COLOR!

COMING SOON!



GUESS WHO'S COMING  
TO PLAY?

SUNSOFT

GAME BOY COLOR



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## Arcade

Previews

## Power Stone

3D  
Fighting  
Mayhem

**P**ower Stone features characters from the 19th century battling in 3D arenas filled with objects that can be hurled at the opponent.

There are eight characters to choose from with a possibility of more being unlocked or at least added when the game comes home to the Dreamcast. The fighters include Fokker (a boating English nobleman), Ryoma (a samurai warrior), Gun Rock (a Brazilian coal miner), Rouge (a flame-wielding Arabian fortune teller), Jack (a knife-toting criminal), Wang Yang (a fast Chinese martial artist), Galala (a Native American wrestler) and Anzly Ayame (a deadly ninja).

The controls are simple. You use the joystick to freely maneuver around the 3D environment, while three buttons are used to punch, kick and jump. You'll need to jump, not only for jumping attacks but also for hopping up onto objects or up onto the platforms of varying heights. One of the big attractions of Power Stone is the level of interaction you have with the 3D environments. You can grab tables, chairs and just about anything you can think of to use as a weapon.

Traditional weapons like flamethrowers, bazookas and guns can be found in little golden chests (a key strategy when playing is to head for one of these chests right away to get yourself a weapon). The environments are smaller, which seems to keep the action going since the two fighters never get very far apart.

Graphically, the game is beautiful, with a distinct 3D cartoon look. The characters and other 3D objects within the environments all look incredibly



detailed, the fights are move with nearly flawless animation, and great lighting effects complement it nicely. Let's hope for a quick and smooth home conversion for the Dreamcast.

## Behind The Screens

Power Stone isn't just another fighting game for Capcom...oh no. The company is giving the title the full nine yards—not only will Power Stone be one of Capcom's first Dreamcast titles, but it will become a full-fledged anime as well.



Looks a little like a certain Square Soft fighting game, doesn't it?



A flamethrower or bazooka can always come in handy in a one-on-one. Look in the chests for these special weapons.

Publisher/Developer: Capcom

Players/Genre: 1-2 Fighting

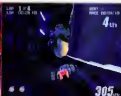
% Done: 95

Release: March 1999

Web Address: www.capcom.com



Driving on the ground is so 90's.



[www.playstation.com](http://www.playstation.com)





# Rollage

Break every law. Including gravity.

Drive any of 6 indestructible vehicles anywhere and everywhere, from the sides of walls to the roofs of tunnels.

Blow away the scenery with 8 innovative weapons to slow down your opponents.

Race through 20 different tracks spread over 4 distinct environments. 2-player split-screen, head-to-head racing action with 4 specially designed tracks.

Introduce "Big Bear" DJ soundtrack, featuring songs from Parkway Drive, 52 Badders, Agnostic Front and more!





All Robots Courtesy of Rocket U.S.A.  
[www.rocketusa.com](http://www.rocketusa.com)

**f**unny thing about awards: We still give a damn about 'em, even though they're typically predictable. After all, we know which weepy flick will gobble Oscars and which catchy tune will dominate the Grammys, but awards shows and articles are still fascinating, probably because we like to see good things get their due.

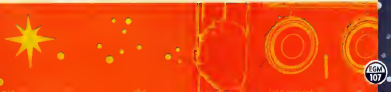
Video games are no different. And if anything sums up this year's Editors' and Readers' Choice Awards, it's the following comment Dolby Carter, an EGM reader from Moraga, Calif., wrote on his ballot: "Zelda should win all awards, including best PlayStation and Saturn game. Heck, just give Zelda best everything."

And, yes, *The Legend of Zelda: Ocarina of Time* does dominate this year's awards, as—to a lesser extent—does the cinematic PlayStation masterpiece *Metal Gear Solid*. You can probably guess correctly at a lot of other awards, too. But what else can you expect from a year that saw the best driving game ever, the greatest fighter and the most atmospheric RPG we've ever played? But we weren't the only gamers to lock ourselves in a room and pick the year's winners. Once again, we invited you, the readers, to submit your votes via mail or our online poll on [Videogames.com](http://Videogames.com). We've burrowed through the mountain of ballots and tallied your votes, which differed from ours in more than a few categories.

This year also marks the trial run of our Editors' Choice Award trophy—the retro robot you see marching across the page. We sent one of these little guys to each of the game publishers who won an award. Where did the coveted robots end up? Turn the page and see ...

# 1998 Gamers' Choice awards

The awards presentation is about to begin...



# The Eight Biggest News Stories of 1998

Here's a look at last year's top headlines. (For the record, VM Labs' NUON came in at number nine.)



## 1. Dreamcast

Not only is Sega's Dreamcast big because it's a new system, but Dreamcast brings several new components to video games—online gaming and its small LCD Visual Memory Unit. While many of its launch titles weren't impressive to some tastes, we're looking to the Sega Saturn in the game with sold hits like Virtua Fighter 316, Sonic Adventure and Sega Rally 2.

## 2. Zelda

It took a long time in coming, but it was worth the wait. Shigeru Miyamoto's latest chapter in the new chapter of Zelda games gave the Nintendo 64 the push it needed into the holiday season.

## 3. Game Boy Color

With each new version of Game Boy, from the original to Advance to Color, the system has gotten better. It proved that you really can have a serious video-game system that's a hit for more than the traditional five-year cycle.

## 4. Pokémon

Can a Japanese phenomenon be brought to the U.S. and start something that isn't just a passing fad? If you're talking about Tamagotchi, no. But if you're talking about Pokémon, then the answer is a resounding yes. In September Nintendo's Master Pokémon Red and Blue had the fastest-selling Game Boy games ever on their hands. The TV show continues to be popular, with more toys (and games) on the way this year.

## 5. PocketStation

Known initially as the Sony PDA, the latest PlayStation add-on isn't designed to be a system by itself, but an extension of the PlayStation hardware that plays Tamagotchi-style minigames. It even has speech.



## 6. Final Fantasy VIII

Just as breakfast was being announced, Square's latest offering off Final Fantasy VII, its latest entry into the company's legendary RPG saga. Starting off only with a teaser, Square began to build the hype early by offering a demo of the game in Japan followed by a release here (with Brave Fencer Musashi). Final Fantasy VII will be big in '99 too, as the U.S. version gets closer.



## 7. Square EA

One is known for making killer RPGs, the other is known for sports titles. Where would they be scoring up on both sides of the Pacific? Not quite exactly what happened when Square and EA joined forces to form Square EA in the U.S. and Electronic Arts Square in Japan, good for both companies' products both here and in Japan.

## 8. Thrill Kill...Dead

Virgin and Paradise's ultraviolent four-player fighting game, despite being a licensed product, never saw the light of day. After Electronic Arts bought Westwood Studios (it was previously part of Virgin Interactive), Thrill Kill went on the chopping block. Hopefully, it was for the best—though if the developers had gotten their hands on 1998:

We say the Nintendo 64 Game of the Year is:

## The Legend of Zelda: Ocarina of Time

Runner-up: Nothing (Unanimous Vote)

You say the Nintendo 64 Game of the Year is:

## The Legend of Zelda: Ocarina of Time

Runner-up: Turok 2

OK, so the chances of The Legend of Zelda: Ocarina of Time not winning this award are about as likely as Star Wars: The Phantom Menace tanking at the box office, but the straight scoop is nothing on the system comes close to matching the game's story, scope or execution. No runner-up here, but vote was unanimous (as was yours, nearly—a few of you favored Turok 2).



We say the Action RPG of the Year is:

## The Legend of Zelda: Ocarina of Time

Runner-up: Nothing (Unanimous Vote)

You say the Action RPG of the Year is:

## The Legend of Zelda: Ocarina of Time

Runner-up: Brave Fencer Musashi

Last year saw so many excellent action-RPGs—from Alundra to Brave Fencer Musashi—that we had to break the game away from traditional RPGs and create a new award, Zelda, with its clever puzzles and innovations, is the obvious winner.



We say the Saturn  
Game of the Year is:

## Panzer Dragoon Saga



Runner-up: Shining  
Force III

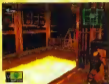
You say the Saturn  
Game of the Year is:

Panzer Dragoon Saga  
Runner-up: Shining  
Force III

So what if there weren't many Saturn titles to choose from last year—Sega's Panzer Dragoon Saga stands up as the best game for that system from any year. Its innovative battle system, epic story and rich atmosphere showed just how different a traditional RPG could be. Now let's hope we see a Panzer game for the Dreamcast.

We say the  
PlayStation Game of  
the Year is:

## Metal Gear Solid



Runner-up: Gran  
Turismo

You say the PlayStation  
Game of the year is:

Metal Gear Solid  
Runner-up: Resident Evil 2

Although some of you griped that Metal Gear Solid was just too short to warrant anything but a rental (yeah, whatever), the vast majority of readers agreed with us that nothing could beat Konami's Metal Gear Solid as the PlayStation's greatest game of '98. Only the excellent Gran Turismo and Resident Evil 2 were in the same league.

We say the  
Action Game of  
the Year is:

## Banjo- Kazooie



Runner-up:  
Tomba!

You say the  
Action Game of  
the Year is:

Turok 2  
Runner-up: Crash  
Bandicoot: WARPED

Banjo and Kazooie are a little too cute for their own good, but you can't deny that their game pushed the action genre to new heights of gameplay excellence. Like GoldenEye, Banjo-Kazooie proves Rare can accomplish amazing things on the N64. Readers preferred the more visceral Turok 2. You can't go wrong with either.

We say the Adventure  
Game of the Year is:

## Metal Gear Solid

Runner-up: Resident  
Evil 2

You say the Adventure  
Game of the Year is:

Metal Gear Solid  
Runner-up: Resident Evil 2

Resident Evil 2 crept us out, but only Metal Gear Solid made us think, weep and leap in our seats. Four years in the making, Hideo Kojima's masterpiece brought a cinematic feel to the adventure game genre while managing to redefine the tired concept of the "interactive movie." Better still, it wasn't a kid's game.





# 1998: The Golden Year

If you thought '98 was a good year to play games, you can bet the game companies were pretty happy, too. Retail sales reached an all-time high of \$6.3 billion last year, according to the NPD group and its TRSTS sales data. That's a 22 percent increase in sales over 1997. The record year was attributed to the continued strength of the Nintendo 64 and PlayStation—as well as the Game Boy—not to mention the enormous selection of software and lower-than-average retail pricing. NPD expects an even bigger year in '99, thanks to the launch of the Dreamcast this fall. Overall sales could conceivably hit the \$7 billion mark.

Now here's the surprising bit: The best-selling game of the year was actually released in '97. Gamers bought 2.1 million copies of GoldenEye: 007 in '98, just slightly more than Zelda 64, which also sold 2.1 million copies. We can only imagine how fast Perfect Dark will fly off the shelves.

Here—in all their glory—are the 10 top-selling games of 1998, courtesy of NPD's TRSTS data. Note that GoldenEye isn't the only big seller from '97.

1. GoldenEye 007, Nintendo 64
2. The Legend of Zelda: Ocarina of Time, Nintendo 64
3. Gran Turismo, PlayStation
4. Banjo-Kazooie, Nintendo 64
5. Super Mario 64, Nintendo 64
6. Resident Evil 2, PlayStation
7. WCW/nWO Revenge, Nintendo 64
8. WWF Warzone, PlayStation
9. Crash Bandicoot 2, PlayStation
10. Madden 99, PlayStation

We say the RPG of the Year is:

## Panzer Dragoon Saga



Runner-up: Xenogears

You say the RPG of the Year is:

Xenogears

Runner-up: Parasite Eve

Ain't no way we can fault you for picking Square's Xenogears as the traditional RPG of the year. The game's story line is fascinating—not to mention it's one of the longest RPGs we've played in a while. Sega's Panzer Dragoon Saga, on the other hand, may be much better, but no other RPG oozed as much atmosphere as this amazing epic.

We say the Shooter of the Year is:

## G.Darius



Runner-up: Einhänder

You say the Shooter of the Year is:

Einhänder

Runner-up: G.Darius

Einhänder's great (as all certainly thought so), but we feel the THQ published G.Darius can't be matched. It packs nearly limitless power-ups (every enemy can be used as a weapon), the massive bosses take forever to topple, you get tons of levels and the tug-of-war super shot is way cool. Plus, two players can battle together.

We say the Sports Game of the Year is:

## NCAA Football 99



Runner-up: NBA Live 99

You say the Sports Game of the Year is:

## NFL Blitz N64

Runner-up: Hot Shots Golf

While Madden and GameDay have gotten comfortable as the usual winners, EA's NCAA Football 99 for the PlayStation has quietly stolen the crown. Imagine the depth and quality of Madden 99 only with better running and passing. Add loads of teams, great polygonal graphics and special moves Barry Sanders would be proud of. Blitz is fun, but for the sports punts, nothing beats the overall package of NCAA Football 99.

## We're Hot for Hot Shots

Picking the best of the best is never easy, but would you believe inter-office controversy during our awards pickle?

process reached a fever pitch over a golf game? Here's the deal: Die-hard sports nuts among us felt that EA Sports' NCAA

College Football 99 clearly distinguished itself as

'98's greatest sports game, but the more casual sports enthusiasts here believed Sony's Hot Shots Golf was really the office favorite. After all, the game's selection of easy characters and cool courses makes it the title we turn to when we're ready for the after-dinner unwind. And can you believe such an addicting golf game was developed by Camelot, a team better known for its RPGs? (Turner has it: Camelot is developing Mario Golf for Nintendo.)



# Cream of the Crap



Let's face it—we really took the lead with the good last year. And while we sat through the usual barrage of mediocre games, publishers dumped an unusually large amount of pure stinkers on our poor reviewers. Sure, a few games were just way off of whack with our expectations (Tooth's Story and Ninja, to name two disappointments), but there's a roster of entirely intolerable titles in just about every genre.

RPG fans had to trudge through Quest 64, whose blah story and generic gameplay in no way laddered anyone over until Link's launch in November. Sports fans loved not one but two boring roundball games with NBA in the Zone 98 and Fox Sports College Hoops 99, both for the Nintendo 64. Not even the most die-hard puzzle-game fanatics among us could tolerate the overly oddball PlayStation puzzler Edge of Steel, which was way too trippy for our tastes. The repetitive and cheap gameplay of Polygnosis' Polygnosis had racing gamers hanging their heads in frustration. Speaking of disappointments from Polygnosis, what was the deal with Rescue Mission, Firefighter Extreme? (And we're not even gonna drag

up any bad memories, like Epic World.)

But what was the worst of the worst? Well, it's a tough decision. Although the low-end review scores went to the NBA fighter barely Arts (so what if nearly mean old Heroes look like Dead or Alive) we feel Activision's The Fifth Element for the PlayStation was in the same bad neighborhood. Not even Milan Jovanovic's polygonal bath could save this movie-loaned mess.



**We say the Strategy  
Game of the Year is:**

## Final Fantasy Tactics

**Runner-up: C&C Red  
Alert: Retaliation**

**You say the Strategy  
Game of the Year is:**

**Final Fantasy Tactics  
Runner-up: C&C Red  
Alert: Retaliation**

Square's Final Fantasy Tactics set a new standard for the growing genre of strategy/RPGs in the U.S. Taking the best elements of previous efforts like Tactics Ogre and Shining Force, and melding in an amazingly intricate story line and an awesomely complex battle system, FFT left us begging for more. Now if only Square would get cranking on a sequel!



**We heard the Best  
Music in:**

## Final Fantasy Tactics

**Runner-up: Rogue  
Squadron**

**You heard the best  
music in:**

**The Legend of Zelda:  
Ocarina of Time**

**Runner-up: Metal Gear Solid**

The N64 finally got some decent tunes (Rogue Squadron, Zelda, etc.) in '98, and the PS continued its musical dominance. But topping them all is the score from Final Fantasy Tactics. Ranging from dramatic symphonies to booming war beats, FFT's music stood tall above the rest. Track down a copy of the import soundtrack if you can.

**We say the  
Fighting Game of  
the Year is:**

## Tekken 3



**Runner-up: Rival  
Schools: United By  
Fate**

**You say the Fighting  
Game of the Year is:**

**Tekken 3**

**Runner-up: Rival  
Schools: United By Fate**

We can't imagine a better home version of Tekken 3. Control is perfect. The visuals are dazzling. The thumping remixed tunes get the heart pumping. Even the FMV endings are endearing, in their weird (in the case of Mokujo, really weird) kinda way.

## Peripheral of the Year: The DexDrive



**Runner-up: Sony's  
Dual Shock**

We're going to call Interact's DexDrive an essential device. It gives you unlimited PS saved-game storage on your PC's hard drive. Plus you can download saves via the Net from friends, game companies and other sources. Never buy a memory card again.

**We say the Puzzle  
Game of the Year is:**

## Devil Dice

**Runner-up: Tetris DX**

**You say the Puzzle  
Game of the Year is:**

**Tetris DX**

**Runner-up: Bust-A-Move 4**

Like any great puzzle game, THQ's Devil Dice takes about a minute to learn, a week to master and a few years to overcome its addiction. Toss in some cute characters, a five player mode and techno blump, and you have all the makings of a classic. Speaking of which, you all certainly took the classic route with your choice, Tetris DX.



## Multiplayer Game of the Year: Devil Dice

**Runner-up: Turok 2**

You already know THQ's Devil Dice for the PlayStation is the most addicting puzzle game of last year. Now try playing it with five players. With your multi-tap in place and five little devils tearing around the screen, Devil Dice easily beats out the year's other multiplayer contenders. You don't need four friends, ether. Devil Dice is fun to play cooperatively with a second player (who says you always have to battle your friends!). And here's the amazing part: All this fun comes from a game that started as a Net Yaroze project.

We say the Racing Game of the Year is:

## Gran Turismo



Runner-up: F-Zero: X

You say the Racing Game of the Year is:

## Gran Turismo

Runner-up: F-Zero: X

This hands-down winner astounded us with its depth. A game with more than 160 cars is novel enough, but toss in excellent racing physics and copious upgrade options and you've got a masterpiece on your hands. Oh, it sure looked purty, too.

We heard the Best Sound Effects in:

## Metal Gear Solid

Runner-up: Oddworld: Abe's Exoddus

You heard the best Sound Effects in:

## Metal Gear Solid

Runner-up: The Legend of Zelda: Ocarina of Time

Remember the part when Snake was rappelling down the comm tower and the Hino's Gatling gun was going buh-da-buh-da-buh-da? That was awesome. And remember how realistic all the gunshots sound? And remember how Metal Gear Solid packed the coolest sound effects of '98? That was really cool.



We saw the Best Graphics in:

## Metal Gear Solid

Runner-up: Banjo-Kazooie

You saw the Best Graphics in:

The Legend of Zelda: Ocarina of Time

Runner-up: Metal Gear Solid

Zelda 64, Crash Bandicoot: WAREID, Banjo-Kazooie—all looked amazing. But there's something about the gritty visuals of MGS that pushes the envelope of gaming realism. It's all the result of producer Hideo Kojima's attention to detail. (He examined bases, tanks and other bang-bang hardware, then turned all this data over to the game's artists.)

# Good Year...Bad Year...

Despite record software sales and a pile of best-over games, 1998 still had its share of downs for steadfast gamers. Fortunately, the good outweighed the bad, as you'll see from this brief recount of 1998's highlights and lowlights.

It was a good year for...

...**Nintendo**—The Big N released a blockbuster to suit its image, and fortune, born the 64, and it found one with the 2. It was a good year for the Legend of Zelda: Ocarina of Time.

...**Sequels**—Metal Gear Solid, Tekken 3, Resident Evil 2, The Legend of Zelda: Ocarina of Time—need we say more?

...**RPGs**—Once a cult genre, role-playing games burst from their niche last year, with new titles releasing more than a dozen RPGs.



...**Gaming action figures**—Companies such as McFarlane Toys, Playmates, Toy Biz and Hasbro released ultra-detailed action figures based on everything from Zelda to MGS.

...**Portable Gaming**—Nintendo's handheld Game Boy became even more immortal with the addition of color and a pocket-size phenomenon called Pokémon.

...**Games crossing over into other media**—

Listen to the Gran Turismo music CD while watching the PlayStation cartoon.

...**Developer recognition**—Game makers are getting just another form of the award of the more mature publishing companies.

It was a bad year for...

...**Saturn owners**—The Saturn, which led the ball launch in '98,

...**Playgnosis**—Once, this publisher could do no wrong, but poor Playgnosis had so many bad titles listed on it last year that its reputation has tarnished.

WipeOut 3 and G-Police 2 should turn things around.

...**Rushed products**—Games like Tomb Raider II, Tomb 3 and Sonic Adventure all shipped with bugs, making us think they were rushed for the holiday deadline.



...**Taking chances**—Some developers pretty much played it safe in '98, cranking out sequels and very few innovative titles. Heck, we wouldn't mind to see someone bring over risky but cool titles like RPG Maker.

...**Shiny**—Well it was hardly a blockbuster, and we can't even name one.

# We say the Game of the Year for All Systems is: The Legend of Zelda: Ocarina of Time

Runner-up: Metal Gear Solid

You say the Game of the Year for all Systems is:

The Legend of Zelda: Ocarina of Time

Runner-up: Metal Gear Solid

Surprise, surprise—The Legend of Zelda: Ocarina of Time nabbed the Game of the Year Award. (What did you expect would win? Apocalypse?) Shigeru Miyamoto's defining masterpiece won the hearts of editors and readers alike, with only Metal Gear Solid presenting any serious competition. (For the record, Zelda beat out MGS nearly 4 to 1 in our reader vote.)

So why did Zelda win so handily? Where do we begin? Its save-the-princess story ain't all that original, sure, but the plot still contains so many twists and heartstring-tugging moments that we're sucked into this game from its beginning to its spectacular—and we mean spectacular!—finale. The gameplay is packed with innovations, while remaining intuitive and evolving to fit any in-game situation. The visuals and music go beyond being merely candy for the eyes and ears; they help build a world that just demands to be explored. Then there's the cunning dungeon design, all the miniquests and objectives, the oddball gameplay twists (such as the stealth elements in Gerudo's Fortress), and who can forget Link's cool rideable pal, Epona the horse.

We'll admit it: We're in love with this game. Just turning it on and watching the intro sequence with Link riding Epona gives us chills. The Legend of Zelda: Ocarina of Time is a game we'll no doubt return to again and again throughout the years, long after we've forgotten about nearly everything else that came out in 1998.

And then there was that other big game of 1998. Had it not been for



Zelda, Metal Gear Solid would have cinched the Game of the Year Award. Not only did MGS use the PlayStation, Dual Shock and even the memory card in ways no developer has ever thought of, it also delivered a mature story that was a refreshing change of pace from all the kid stuff. Heck, one of the game's female characters even gives you a massage!

A few of you complained that MGS was too short. We didn't think so. Like a great movie, MGS packs so much suspense and excitement that we just want to play it again and again.



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# DEAD IN THE WATER

## LIVE FAST ... DIE WET

"This is a remarkable game."

Chicago Tribune Online  
July 1998

"This game isn't a mere Twisted Metal clone,  
it takes the genre in a whole new direction - THE WATER."

GameFan Online  
July 1998

"The character design in this game is fabulous."

GameFan Online  
July 1998

"Placing the emphasis squarely on action,  
it's kill or be killed."

GameWeek  
July 1998

"Explosions are quite wonderful."

Official U.S. PlayStation Magazine  
August 1998

"In addition to the action-packed game play,  
DITW is packed full of special effects and eye candy."

PS Extreme  
August 1998

"Where the game really kicks though,  
is in its battle mode."

PSM  
August 1998



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- 13 'Off the Hook' characters to choose from.
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- 3D rendered waves like you've never seen before.
- An arsenal of high powered, high tech customizable weapons and boats—all fully upgradeable.
- Two player split screen or combat cable link.



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## Peripheral Reviews

## DexDrive

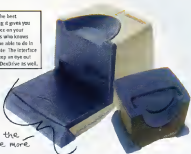
by InterAct  
for PlayStation/PC  
price: \$99.99

9.5

The DexDrive is arguably the best peripheral ever, considering it gives you unlimited saved-game space on your computer's hard drive. Plus, who knows what cool things it might be able to do in the future. One thing to note: The interface software is a bit clunky. Keep an eye out for the PC version of the DexDrive as well.

[www.interact-acc.com](http://www.interact-acc.com)  
[www.dexcharge.net](http://www.dexcharge.net)

A sweet-looking design makes the DexDrive all the more impressive.



You have to adjust the gloves every now and then to make sure they line up correctly with the buttons.

## Leather Controller Gloves

by Honeyford Access  
for PlayStation/PC  
price: \$14.95/\$21.95

5.0

Why you wrap your cell phone in leather—why not your controller? Well, the picture speaks for itself. The price is right, we just don't know how much protection/style a controller needs. It does add a certain level of comfort, but the buttons don't always stay lined up.

[www.honeyfordaccessories.com](http://www.honeyfordaccessories.com)



These pedals are just too light. They won't stay put when using them!

## NASCAR RacePro

by Thrustmaster  
for PlayStation/PC  
price: \$99.95

6.5

The dual PS/PC use is a nice feature, and the steering wheel itself feels great with most races. The fact that it sits on your lap is cool, too. But the pedals are so light they slip around when you're using them. It gets to be annoying, really fast.

[www.thrustmaster.com](http://www.thrustmaster.com)



## True Steer 64

by TrueSteer  
for PS4  
price: \$59.99

# 7.5

This is one of the more innovative add-ons we've seen. It's a foam six-strap buck thingy that snaps onto your pad, and has a notch in it for the analog stick. Problem is, getting to the Z trigger is near impossible. In addition, it's a bit sensitive when used with a scale-type race wheel — it works better with racing sims. For the price though, it's pretty darned cool!

[www.truesteer.com](http://www.truesteer.com)



Snaps on nice  
and tight  
without damaging  
your PS4 pad  
in any way.

## Sports Cards

by MadCatz  
for PlayStation  
price: \$29.99 (2/pkg)

# 4.5

Similar to the Logitech cards from last year, these Sports cards are standard memory cards with ice on each end. In this case, it's a heart shape. They work, but they're kind of goofy — they're probably more appealing to sports fans, if a nyone. Look for 8GB memory numbers, plus also available for \$39.99.

[www.madcatz.com](http://www.madcatz.com)



## Aftershock Wheel

by ASCORWARE  
for PlayStation  
price: \$49.99

# 7.0

This DualShock wheel isn't innovative. And more importantly, the price is a bit steep, enough so that we're a bit silly around. We're just not sure how many people have a table to set this thing on while playing games.

[www.ascorware.com](http://www.ascorware.com)



Some of that  
rubber grippy stuff  
on the wheel  
would've been nice.

## GameShortz

by MadProz  
for PlayStation/Wii  
price: \$49.99

# 7.5

OK, so it's the strangest peripheral we've ever come across — but the thing actually works really well. Plug it in, strap it tight and jink! Rip — now you're ready for action. Yeah, the GameShortz add-on is a bit perverse but if the shoe fits, wear it... and this thing fits like a glove. Plus, since it works on multiple platforms it's very reasonable in price.

[www.madproz.com](http://www.madproz.com)



# Review Crew



## Current Favorites

Street III  
Mario Party  
Legend of Legaia  
Micro Machines 54 Turbo

Favorite Genres:  
RPGs, Action

Chris figured it'd be a good idea this month to play through Street III alone, at night, on our lounge's giant TV. We found him the next morning sweating beneath his drink, whispering for hours. Chris said Street III'd a similar night shift—see his bio.) The only thing that saved Chris from being one of the premiere of working-class workers' raver story, which is best summed up by two words: *Spacely Day*.



Crispin Boyer



John Davison

As you read this, John and Crispin are beavering away on the biggest feature CGM has ever produced for what is sure to be the best issue of the magazine ever. Yes, indeed... next month is Star Wars month here at CGM. If they can contain themselves without exploding from 22 years of pent-up excitement, expect to read about our cut, but their entirely new Star Wars *Quartz* dice games next month.

## Current Favorites

Scrabble Adventure Racing  
Street III  
Wallpaper 8  
Micro Machines 54 Turbo

Favorite Genres:  
Action, Adventure

## Current Favorites

Scrabble Adventure Racing  
P-1 Bowling  
Fahrenheit's Best  
Maxima Grand Prix (PS)

Favorite Genres:  
Sports, Racing

In the *Closest* article from *Street*, Dean keeps talking about how the NFL is in for a real earthquake. Finally he can stop looking forward to the great sports title that never was, hopefully the NFL will do a better job with the game and introduce some awesome sports and racing games. In the meantime, Dean has taken a strange liking to white games like *Fahrenheit's Best*, *Wood of Perseus* and *SL*.



Dean Haeger



Dan Hsu

*Fahrenheit's* a bit of a bummer when Dan's "Shoe" bossed around because he got scared while playing *Resident Evil 27* Hell. John got revenge by making for Shoe to get a few hours into *Street III* (the one playing it in our dark and quiet media room) then creeping up behind him and scaring the crap out of him. Shoe must've jumped five feet in the air. Don't expect Shoe to take it as lying down though.

## Current Favorites

Mario Party  
Scrabble Adventure Racing  
Street III  
Mixed vs. Capcom (DC)

Favorite Genres:  
Strategy, Puzzle

## Current Favorites

Street III  
Legend of Legaia  
Sega Rally 2  
Scrabble Adventure Racing

Favorite Genres:  
RPGs, Action

After playing *Sega Rally 2* for nearly half of this month's deadline cycle (don't think we didn't notice), Riccardo, Jack as we party much convinced the *Street* staff is going to look butt. By the time the option hits America, there'll be plenty of top-notch Japanese games ready to go, and the marketing stuff has loads of potential. Better make sure you pack in that mood, Sega.



John Ricciardi



Shawn Smith

Meanwhile Shawn is about six months from securing his Professional *Clump* Wrestling license. It has been a long and treacherous road the last three ribs, an eyebrow and a nose put at points, but things are looking up. When asked whether come of his *Maxima* *Clump* bearing Shawn said "Man, I'm a *Maxima* *Clump* player by now, from now on he wants to be called *Pro-Man*: *Man of AllSport Clump* *Secret*."

## Current Favorites

Mario Party  
Viggle 8  
Invincible From Beyond  
Scrabble Adventure Racing

Favorite Genres:  
Action, Adventure

## Current Favorites

Legend of Legaia  
Street Fighter Alpha 3  
Wirtum Fighter 20  
Power Stone

Favorite Genres:  
Fighting, RPGs

Such a head is spinning with all the incredible (and amazing) rotating EGMing game news lately: *Power Stone*, *Marvel vs. Capcom*, *King of Fighters '98* and now *Street Fighter Alpha 3* are coming! What could be better? Such is your churning day and night at hopes of DC versions of *Soul Calibur*, *Samurai Shodown* and *Fighting Vipers 2*. Will his prayers be answered? The *Street* staff split at least two of the three are coming.



Sushix-X

Platinum Awards go to games that get four 10s, the best possible review a game can get.



Gold Awards go to games whose average score equals 5.0 or higher.



Silver Awards go to games that average at least a 4.0 review.

## OUR PHILOSOPHY

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 1.0. This is the case of a game you want to avoid at all costs. It's pure crap, as our scale (obviously) explains.

In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?



## MARIO PARTY



**Publisher:** Nintendo  
**Developer:** Hudson  
**Featured by:** EGM #116

Number Of Players: 1-4

Best Feature: It's The Ultimate Party Game

Now here's a fun concept: a board game designed mainly and most cleverly in mind and it's a long overdue idea that really really works. Not to sound like, but Mario Party really is the ultimate party game. It packs more than enough gleefully quirky to keep competition tight right up until the end of each game—which can last up to three hours.

The seven game boards available at the outset offer plenty of variety—as well as lots of Mario World charm. But it's for so many reasons that really keep players coming and leaving to their seats. At first, I was not sure that these games had games—many of which involve back-to-back-to-back top, top, top—what was the deal? But a game that's not a game?

The game's overall quality is a guarantee that the more you play, the more you want to keep other players' butts. Mario Party also rewards the player that most, or play by letting you live, could be the greatest that mix up the game a bit (think of a player who that vehicles playing outside on the board). Oh, you'll definitely want a few secrets, too. As a one-player game, Mario Party is only as good as the fun that the game offers a few secrets, but it really is not good for players who really play Mario Party with friends and you'll never want to play it alone either. **Crispin**

**Crispin**

In a sea of board games, I don't even know if Mario Party can be considered a board game, but it's an idea that in Chicago. The game is based on what we designed and games that are fun and easy to pick up. Their simplicity means, if anyone, from a video game, you'd like to go to a hardware gaming store, can enjoy this game and... if you may get bored playing the same game over and over. **Game** for the occasional get together with the gang. **Dan**

**Dan**

Mario Party is an extremely well-designed party game that picks hours upon hours of satisfying fun, generosity, and more fun to go with it. There's just one catch: You'd better have friends. As a one-player game, it's better, but playing repeat the often-producible CPU opposition isn't quite as fun. Multiple play on the other hand, never ceases to get old. All the better when there's just not a lot to the experience. Not for game. **John R**

**John R**

I don't want to play regular, old board games anymore—they just can't compare to the fun and interactivity of the indie table-top stuff. But Mario Party, now I do, don't have a lot of friends who come over to play games. Maybe this isn't your best choice. But if you're looking for a party game, this is the best. A couple of years ago we had to play the game in a game room at one of our parties, but you know what? It was a hit. **Shawn**

**Shawn**

ESRB: E  
SCORE: 8  
PROS: 10  
CONS: 10

## MICRO MACHINES 64 TURBO



**Publisher:** Midway  
**Developer:** Codemasters  
**Featured by:** EGM #116

Number Of Players: 1-8

Best Feature: Amuses Eight-Player Game

I don't understand how some people thought rough Dean ought. I can play this game and not have a great time. I can understand not being too wild about the single-player game. Although it's chock-full of options and modes, the one-player experience is nowhere near as addictive and fun as the multiplayer game. You see, when you get a few other humans on the tracks, it can lead to lots of mayhem and hilarious situations. For some odd reason, making crazy jumps or flying off the playing fields is much funnier when it happens to people rather than the computer. At the same time, the standard multiplayer game is, like team games, teams of two, is even more fun. And if you can get eight people playing at the same time...

**Machines** is one of the best party games for the system. In an eight-player game, by the way, it's played by five people sharing one controller—as long as you don't mind being that little bouncer in the middle. It's really not as underwhelming as it sounds. Bottom line: The more you play, the more you want to play. It's a party game that's not a party game. It's a party game that's not a party game. It's a party game that's not a party game. It's a party game that's not a party game. **Ban**

**Ban**

I've loved the Micro Machines series since the early Genesis era, and the latest installment on the N64 is a more than competent addition to the PS game released just yesterday. All of this in a highly playable game that is best enjoyed with players. Four-player may be the most fun, but you may really want to check out the eight-player joyed thing, just to see how it's done. A simple, fun and addictive game. Love it. **John D**

**John D**

While it's not as fun as the same genre on the PS version, Graphics by it looks good. The graphics are nice and the controls are top as well (it's a little lag). But I really can't stand the top-down viewpoint. If anything, the only way to get around the awkward viewing angles. The multiplayer stuff is fun but then there's still that annoying issue if you can't establish it, you'll probably for N64 it's much to slow down. **Dean**

**Dean**

Mario Party may be the ultimate party experience this month, but Micro Machines 64 isn't a bad game to bust out of boredom, either, or, at least, though. It's not as fun as it can be, but it's a party game that's not a party game. It's a party game that's not a party game. It's a party game that's not a party game. It's a party game that's not a party game. **Crispin**

**Crispin**

ESRB: E  
SCORE: 8  
PROS: 7  
CONS: 6

## NBA IN THE ZONE '99



**Publisher:** EA  
**Developer:** EA Gameworks  
**Featured by:** EGM #116

Number Of Players: 1-4

Best Feature: Match Improved AI

NBA in the Zone '99 is greatly improved over last year's disastrous effort. The graphics are sharp (unlike NBA ITZ '98) and the game is nicely paced and realistic. ITZ rivals Live '99 (NBA) and Countdown for looks—it might even be a little more realistic than that. Yet the combination of hyper-active, all-shifting camera movements and semi-erratic assistant puts the title firmly in third place. Also dragging it down a bit are the way players back up on screens. It makes it difficult to see the screen as if AI, calling offensive plays on the fly seems like a good idea but it doesn't translate well.

You can see your players move into position, but actually controlling a player is tough. Still, other play elements are very good. The CPU's defensive AI is quite tough. It forces you to use all the tricks and maneuvers at your disposal to find the open shot. The take shot, cross-over dribble and speed lane work well. Slowly backing in and busting a quick lay-up into the basket is great. The 3-point jump is a little tricky though. Normal mode levels are a tough level, actually preferred playing on the easy level. All games are decent fun. The shot meter is a little... and games are a little... due to repeat to the good defense. AI Overall, ITZ '99 is an enjoyable game but it couldn't be called from a late game work. It's not the best year's game could be a real. **Dean**

**Dean**

I play ITZ '99 and this is both good and bad. The ITZ '99 is a really fun game. I've addressed every part of my comments if you haven't this year's game. The result is a much better looking, playing and feeling a ball game that's actually fun to play. The graphics still need work, but they're way better than last year's, and the AI is improved. The controls are a little outdated, out of balance, this is a real solid effort. **John R**

**John R**

I'm still waiting for my NBA Countdown killer, but this ITZ '99 won't be it for me. This game has an upper deck in the defense game. Right at that stage, dunk-happy play is what you want to see. The graphics are nice, but the game also has its own little bit of fun to be had in the action when the players are crowded around under the hoop, and the computer algorithmically judges, even of the extra difficulty settings. **Dan**

**Dan**

I can appreciate how much work EA had to do to make NBA in the Zone '99, but the bottom line is that ITZ isn't a bad game to bust out of boredom, either, or, at least, though. It's not as fun as it can be, but it's a party game that's not a party game. It's a party game that's not a party game. It's a party game that's not a party game. **Sushi**

**Sushi**

ESRB: E  
SCORE: 6  
PROS: 5  
CONS: 6

Worst Feature: Not So Great For Just Play

Worst Feature: Not So Great For Just Play

Worst Feature: Not So Great For Just Play

Worst Feature: Not So Great For Just Play

Worst Feature: Not So Great For Just Play

Worst Feature: Not So Great For Just Play

ESRB: E  
SCORE: 8  
PROS: 10  
CONS: 10

ESRB: E  
SCORE: 8  
PROS: 7  
CONS: 6

ESRB: E  
SCORE: 6  
PROS: 5  
CONS: 6



# NHL BLADES OF STEEL '99



**Publisher:** Electronic Arts  
**Developer:** SCE Osaka  
**Reviewed by:** IGN.com

Number Of Players: 1-4

Best Feature: Good Commentary

Worst Feature: Bad Control

www.electronicarts.com

NHL? Please, name's NHL. Blades of Steel '99 does't seem all that bad, especially can deliver this is their first "next generation" hockey effort. The graphics are pretty good and the gameplay well, which hardly perfect, are solid, but not entirely, all of the accents is also likely nothing, thanks to one major problem: The control is awful. Hockey is a fast-paced sport that requires precision control. It'll press left on the analog stick, I went my way to move left immediately. I don't want him to spin around in place for a second, get stuck on the boards because of overly programming, and then go where I directed him two seconds later. Seriously, how-take a 10 to 15 seconds of lag every time you click a key, and there's nothing you can do about it. The game is locked in other areas, too. For one, some of the camera angles are all that can't be fixed. Why not have a standard and fixed vertical view? The only reason why every other game has one, you know why the blades game is worth a look is it's only too nice to be true, which adds little focus out but still is or turn off. It's really lame. All that's missing is disappointing, but on the good side, it's coming to a console, and it's just a one-time fee of \$49.99. It's not a bad deal at all.

**John R**

Today's Blades of Steel doesn't capture the same magic the NES version did, mainly because we've tried to better. All Of Drive Floors '99 has some nice old controls, but it's not as smooth as the NES version. The controls are a bit stiff, and the players move like they're skating on ice on wheels to prevent too many (in fact, you see...), Are good things you about the game? Well, the commentary was a nice touch, it's with NHL '99.

**Dan**

So's '99 is not as tight as NHL '99, but it's still decent. The game suffers from respect control, of times, and no good commentary. The middle physics don't seem to be represented as well. Players still suddenly change directions while skating straight ahead. A collision check will keep players up as the walls occasionally. The good news? Two-player play is fair. Cheating works well and helps keep the games competitive and exciting.

**Dean**

Blades of Steel '99's control is tight and unresponsive, which is really its only problem. Fortunately, when you put up the game card, it's not a bit better. So, with any sports game, control is key. On the good side, Blades of Steel '99 has some incredible sounds and voice-overs. In addition, the graphics are above-average. Still, what it comes down to is what—and how. So's '99 is not really a worth to go to other NHL hockey games.

**Shawn**

WIDESCREEN	ONLINE	REPLAY	REPLAY
6	7	5	7

# VIGILANTE 8



**Publisher:** Activision  
**Developer:** Lexipflux  
**Reviewed by:** IGN.com

Number Of Players: 1-4

Best Feature: Car-Crunch Music

Worst Feature: Must In Heavy Non-Destructive

www.foxinteractive.com

Big guns, big wheels, loads of cool cars and secret characters... what more could you want from a car combat game? Those of you fond as with the original V8 as the PlayStation 2 will be pleased to hear the V8X version has a number of additions that make it more than worthy of checking out. For starters, the whole thing has been cleaned up significantly in the graphics department...especially if you run it in high resolution with the IBM PC. Second, there's a bunch of new multiplayer modes that notably raise the bar for this kind of game. Not only is there the standard deathmatch-style combat for up to four players, but now there are team battles as well as well as an excellent co-op mode that allows two of you to tackle the Story Mode. And a unique "cartoon" level and a complete new bonus track mode, and it **definitely makes up for being released so long after the PS version.** As far as the guts of the game go, it's a first-class production. You can still utilize your destructive side and send it off into orbit, and the scenery and combat is still well performed "punk" style. Pick your opponent, drive, lower him, spin him, hand him to his and repeat until there's a big head. The handling is excellent, and each car behaves differently without over-simplifying to employ game's "tactical physics."

**John D**

All I have to say is: Sweet! Really, we get to blow up a bunch of cars on the V8X. It's about time. Vigilante 8 is everything the PlayStation version is and more. The added solo and multiplayer modes and secrets make this game even more fun than the old. The same-old-drag is a bit in the hands mode but it still looks to do well. Thankfully, the franchise doesn't drag much at all where playing of games for fun.

**Shawn**

After a gap: month for multiplayer like games, Universal Hero Party. Vigilante 8 gives up directly fun one player mode, too. The graphics are amazing, even better than the original. If you're playing at low res, then it's not a little disappointing. The cars control just fine. Even the new secret area is pretty cool. **But the real draw here is multiplayer!** (Get some choppers in four players). Two-on-two team mode is the best way to play.

**Crispin**

Someone could've easily raised a team behind Metal Drive on the N64, but looking Vigilante 8 is what we get instead. This is the game with a solid engine, a wide variety of levels, lots of multiplayer modes, and a few extras. The PS version doesn't have. The weapons could've been designed better—some lock-on too easily, meaning you can shoot and hit anyone, even when you're driving away like a jackass toward.

**Dan**

WIDESCREEN	ONLINE	REPLAY	REPLAY
8	7	7	8

# BLAST RADIUS



**Publisher:** Pyro Studios  
**Developer:** Garden Development Studio  
**Reviewed by:** IGN.com

Number Of Players: 1-2

Best Feature: Stick Attack

Worst Feature: Stupid Tank Systems

www.pyrostudios.com

With Blast Radius, developer Garden set out to design a low-calorie **Colony Wars** that emphasizes high scores, power-ups and twitch gameplay over a meta-story. Space-age style story line. Trouble is, the simple formula just ain't all that fun. The game's missions are repetitive, varying between annoying escort work, blind search and destroy waypoints and attacks on capital ships and bases. Enemy AI is dumb, bodices either salute straight at you, give blessing, or casually swing in hard, predictable zig-zags. Tagging enemies is a chore, since you have to cycle through a list of handles before you can lock on to a bad guy. And the story and mischievous banter is so lackluster you could care less about beating the game. Even worse—similar to Colony Wars, you can only save after every low mission. Few things are more frustrating than having to play missions over and over just because you don't make it to the next level. Blast Radius' graphics are certainly pretty enough, as you'd expect, with lots of glowing effects and a type-driven setup. The game also delivers what could have been a better multiplayer game. You can split two PlayStation 2s and play missions cooperatively (or dogfight). Unfortunately, this mod is done. It's save your progress, making it a useless novelty.

**Crispin**

Remember 10th's game Star Republic: Blast Radius is certainly "too complex" (TM), but without taking my new balls in hand, it's not the best. It's 2D but there's has been some work with Game Boy-Style graphics, but it's not better. It's 2D, it's not better. It's a game, you have to take up the spot. The graphics are not so good. It's a game, you have to take up the spot. The graphics are not so good. It's a game, you have to take up the spot.

**John D**

Does this make sense to you? You think it through three missions. Finally, you're able to save. Then you fight it and lose, you're space (not a) or something, and you're out of the game. You're out of the game. You're out of the game. You're out of the game. You're out of the game. You're out of the game. You're out of the game. You're out of the game.

**Shawn**

Blast Radius has fairly good graphics and is just a challenge. If not, you can still the Colony Wars. Blast Radius is not for the same reason. Having to pick up food and power-ups is very annoying, adding to the difficulty. The worst of them all is the save system which makes progress immensely tedious. If you must have another space shooter in addition to two CW games, you might want to check out the Oldschool, you should play.

**Sushi**



















WIDESCREEN	ONLINE	REPLAY	REPLAY
8	6	4	4









Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
 BattleBox	3DO	Big Guns, Big Gains	Average In Every Department	5.0 6.5 6.0 6.0	115
 Back-A-Move 99	Acclaim	Fun 2-Player Mode	Windows Too Small During Four-Player	7.0 7.0 6.5 7.0	116
 Castlewars	Konami	Kick-Ass Game Design, Music	Frustrating Platform Gameplay, Camera	9.0 8.0 8.0 8.0	116
 Clash in World	Nintendo	FAST Gameplay!	Weak Opponent AI	6.5 6.5 5.5 7.0	113
 Cool Heroes	Electronic Arts	Medium-Captured Moves	Weak Gameplay	4.5 3.0 3.0 1.0	115
 FIRE 99	Acclaim	Great, Hearty Fun Gameplay	Occasionally Choppy Frame-Rate	7.5 7.5 5.5 7.5	114
 Fox Sports College Hoops 99	Electronic Arts	Realistic Gameplay	Frame-Rate...Again	9.5 9.5 8.5 9.0	115
 Glover	Fox Interactive	College Atmosphere	Opponent AI	5.0 3.5 2.0 4.0	114
 Golden Nugget 64	Hasbro Interactive	Glover (The Character)	The Stupid Camera	6.0 5.0 6.0 6.0	114
 The Legend of Zelda: Ocarina of Time	Electronic Arts	Realistic AI	No Multiplayer Poker	9.5 6.0 8.0 6.0	115
 Magic: The Gathering	Acclaim	Absolutely Incredible Gameplay	Who's The Classic, Zelda Hoop?	7.0 7.0 8.0 10	116
 NBA Jam 99	Capcom	New Gamecube Edition	Getting Hit By Those New Garage Blobs	7.5 7.5 7.0 8.0	116
 NFL Quarterback Club 99	Crave Entertainment	The Sound Of The Falling Pick	Wacky Space Physics	3.0 3.5 3.5 4.5	115
 NHL Breakaway 99	Acclaim	Real Graphics	Bill Walton's Repetitive Commentary	9.5 6.0 5.5 5.5	115
 Nightmare Creatures	Electronic Arts	Genre-Defining Graphics	Way Too Easy In The AI	8.0 8.0 6.0 7.5	116
 Penny Racers	Acclaim	You Don't Have To Buy It	Still Some Hoops In The AI	8.0 8.0 8.0 8.0	114
 Fish 2: Extreme Racing USA	THQ	Atmospheric Graphics	Camera Problems	5.0 3.0 4.0 7.0	114
 Snowboard Kids 2	Midas	Trading Car Accessories	Not Enough Tracks In Circuit Mode	6.5 6.5 7.0 6.5	115
Star Trek: Starship Earth	Acclaim	Improved Control	Still A Little Too Hokey	7.0 6.5 6.5 8.5	116
Top Gear Overdrive	Electronic Arts	Great Courses	South Park Sense Of Humor (In The Side AI)	7.0 8.0 7.5 7.5	116
Turik 2: Swords of Evil	Crave Entertainment	Great Courses	No Two-Player, And It's Kind Of Short	7.0 4.5 4.5 7.0	115
Vertical Pool 64	Acclaim	Detailed Graphics	Extreme Difficulty Of Final Stages	8.0 8.0 8.5 8.5	115
A Boy's Life	Acclaim	Solid Gameplay	Cars Blow Up The Family	7.5 7.5 8.5 8.5	115
Action Classics	Edios	Plenty Of Play Modes	Too Few Save Points	9.5 8.5 8.5 8.5	115
Allagi the Bearkins	Acclaim	Incredible Sound	Some Distinguishable Physics	6.0 6.0 6.5 8.0	115
Amarrack Ten Pin Alley	Acclaim	Pure Graphics	Rusty Polygon Pop-Up	7.5 8.0 7.5 7.5	113
Apocaligae	Acclaim	30 Games for \$30	Poor Control	4.0 4.5 6.0 4.0	114
Asteroids	Edios	Original Concept	Only A Couple Any Good Now	4.5 5.5 3.0 3.0	113
Backstreet Brawls	Acclaim	Great Bowling Physics	Not Particularly Effective	7.5 8.0 7.0 4.0	116
Bone Tencer Muzak	Acclaim	Realistic Level	May Be Too Cartoonish For Some	6.5 6.0 6.0 6.0	115
Bongolade	Acclaim	Addictive Gameplay	Platform BBS	5.5 7.5 6.0 7.0	114
Bushy Brawl 2	Acclaim	Two-Player Mode	Two-Player Mode	8.0 7.5 6.0 8.0	114
Bust A Groove	Acclaim	Variety Of Gameplay Styles	Amazingly Good On AI	6.0 7.0 6.0 6.5	113
Bird-A-Hove 4	Sente EA	Beep, Enjoys Gameplay	Story Targeted Toward Young Audience	8.5 8.5 6.0 8.0	114
Caesar's Palace II	Sente EA	Realistic Gameplay	Graphics, But Who Cares?	9.5 7.0 6.5 6.0	114
Civilization II	Sente EA	Great Music (Mostly)	Lost Some Cool Features From The First BB	7.5 8.0 6.0 6.0	113
Cool Beans 3	989 Studios	Series Should Be Having Relevance	Should Emphasize Some Stages	6.0 3.0 6.0 8.0	115
Crash Bandicoot: Warped	Nintendo	Covertly Ties, Lots Of Games	Missing That Easy Shot	6.0 6.0 6.0 4.5	115
Crayon Raiders 3	Acclaim	Easy To Get Into	Only Presentation	5.5 8.5 5.5 7.0	114
Crayon Raiders 3	989 Studios	Nice Graphics	Unbearably Long AI "Thinking" Times	9.5 7.0 8.0 8.0	116
Crayon Raiders 3	Crave Entertainment	Incredible Tight Gameplay	Repetitious Gameplay	9.5 7.0 7.0 8.0	116
Crayon Raiders 3	Crave Entertainment	Great Graphical Style	Lack Of Structure	6.5 5.0 7.5 6.5	113
Crayon Raiders 3	Crave Entertainment	Like '90s Metal, But In Water	Nearly Boy's Last Crash Game	9.5 9.0 9.0 9.0	114
Crayon Raiders 3	Crave Entertainment	Like '90s Metal, But In Water	Some Animation Lags	7.0 5.5 6.0 7.0	114
Crayon Raiders 3	Crave Entertainment	Intricate 30 Fights	Lots Of Graphical Glitches	6.0 4.0 4.5 4.0	115
Crayon Raiders 3	Kon		Cheesy Voice Acting	6.0 7.5 7.0 8.5	115

Bole Makers: Time To Kill	GI Interactive	Level Design	Control	4.0	3.5	7.5	6.5	113
Eggs of Steel	ATI	Wacky And Funny As Hell	Might Be A Bit Too Weird	4.5	6.0	6.0	6.5	114
ETA 99	Electronic Arts	Best Soccer AI Around	Some Advertising, Repeat, Too Often	9.5	7.0	9.0	8.5	115
The Fish Element	Activision	FMT Taken From The Movie	Amazing Control	1.0	2.0	2.5	3.0	113
Empire's Best	Konami	Two-Player Mode	Video Commentary	7.5	7.0	6.0	7.0	116
Formals 1.0	Pygnosis	Stick Driver AI	Tireless Varying And Polyoze Tear	6.5	6.5	6.5	6.5	114
Freestyle Reality '99	Capcom	Number Of Courses	Another Average Snowboarding Game	4.0	3.0	5.0	4.0	115
The Game of Life	Hasbro Interactive	Colorful Graphics	Kinda Boring	3.5	4.0	5.0	4.0	115
Giddy Gait	Atari	Lots Of Action On Screen	Balance Of Characters	7.5	7.0	6.0	6.5	113
Irrefragible Stick	Jaleco	Strategically Addictive...	"Yet, Also Quite Irritating"	5.0	2.0	4.5	1.0	115
Journey	Midway Interactive	Thousands Of Answers...	Red Skill The Occasional Repeat...	7.0	3.5	7.5	8.0	115
Konami Sacred Fist	Konami	Nice Controls	Shippu Controls	3.0	3.0	6.5	7.5	115
Knockout Kings	Electronic Arts	Great Selection Of Boxes	One-Player Play Needs Boring	8.0	7.0	5.0	8.5	114
Loneliness & Oh No! More Learning!	Pygnosis	TONS Of Levels	PS Pad Controls	8.0	8.0	7.5	6.5	114
March Madness 99	Electronic Arts	Realistic Animation	Shippu Frame-Rate	6.5	7.0	6.5	7.0	116
Marvel Super Heroes vs. SF	Capcom	Much Better Port Than 3Dx/SF	Still Missing "True" Tag-Team Play	7.0	7.5	8.0	7.5	115
Madball	Sony Computer Entertainment	Solid Gameplay	Screen Camera	8.5	7.0	8.5	7.5	113
Motor Gear: Solid	Konami	Incredible Story	Could Be Longer	9.0	10	10	10	113
Nashy Hero	Take 2	Well, It's A Lot Like Zelda	Horrible Graphics And Animation	4.0	4.0	4.0	4.0	116
Nr. Games	Activision	Stage Environments	Strict Gameplay	7.0	8.5	7.0	7.5	114
NBA Live 99	Electronic Arts	Improved AI	Not Enough Quarterleader FMIst	9.5	9.0	9.0	8.5	114
NCAA GameBreaker 99	509 Studios	Hard-to-Win Gameplay	Formation Problems	8.5	8.0	8.5	7.5	114
Neurctic Military Madness	Jeaget	Easy To Learn, Hard To Master	Sluggish Difficulty Curve	8.0	7.0	8.0	7.5	115
NCAA First Year 99	509 Studios	Great Player Moves	Too Many Lock Shots	7.0	7.0	7.0	7.5	116
NHL 99	Electronic Arts	Great Gameplay	Shippu Frame-Rate (Soft...)	8.5	8.5	7.0	7.0	113
NHL Force Off 99	509 Studios	Fast Gameplay	Adjustable Control	7.5	7.5	7.0	7.5	113
Ninja	Edog	Same Old Special Effects	Change Gameplay	3.0	3.5	3.5	3.5	114
Overworld: Aery's Confessions	GI Interactive	Out-Of-Box Feature	So Many Commands To Remember	9.0	9.5	9.0	9.5	113
Pal Hunter	Activision	Problems	Not Enough Play Styles	7.0	5.0	7.0	6.0	113
Psychic	Pygnosis	Uses Location	Repetitive And Cheap Gameplay	2.0	3.0	3.0	2.0	114
R-Types	Atari	Classic R-Type Gameplay	No Super R-Type, R-Type III Or R-Type Leo	7.0	7.5	6.0	6.0	116
Baby Cross 2	509 Studios	Pacing Gameplay	Amazing Music	8.5	9.0	7.0	8.0	114
Reigns: Search For Regnar	THQ	Lots Of Messages	Post-Gameplay	4.5	6.0	6.5	7.0	115
Snack	GI Interactive	Simplicity, Fast	Over-Wholly Average	5.0	7.5	6.0	6.0	113
Street Fighter Collection 2	Capcom	Classic Street Fighter Action	Using The PS Controller - Buy A Stick!	8.5	8.0	7.5	7.5	114
System Filter	509 Studios	Lots of Cool, Original Stuff	Small Games That Add Up	8.0	6.5	8.0	8.0	115
Teal Drive 5	Accade	Fast Frame-Rate	A Little Difficult	7.5	7.0	7.0	6.5	113
Test Drive Off Road 2	Accade	Lots Of Big Tracks	Gaiky AI	6.0	5.5	6.5	6.5	114
Tiger Woods 99, PGA Tour Golf	Electronic Arts	Big Drives	Crappy Animations, Tiger's "Preppy" Voice	7.0	6.0	4.0	4.0	115
Toy Tank Up Your Arsenal	MCA Interactive	Interesting Levels	Shippu AI	5.5	7.0	6.5	6.5	115
Tomb Raider III	Edog	Enormous Environments	The First Few Levels	7.0	7.5	5.5	7.5	115
Trojan Metal II	509 Studios	Smooth Visuals	Lime Areas	6.0	1.0	5.0	5.5	114
Uprising X	300	Lots Of Action	Very Repetitive	3.0	7.0	5.0	7.0	115
ZeroQuest	Square EA	Great Story	Battles Get Repetitive	9.0	9.0	8.0	8.5	113
Wackin' Thunder	THQ	Lots Of Moves To Learn	Peer Controls	6.5	5.0	7.0	5.5	113
Wheel of Fortune	Midway Interactive	Playing With Friends	No Roll, Sque	8.0	7.5	7.0	8.0	116
Wings Knight: Rewards	Working Designs	Beautiful 2D Graphics	Lame Voice Acting	7.0	7.0	7.5	7.0	114
Witchery	Midway	Highly Addictive	May Be Too Emphatic For Some	8.0	5.0	6.5	5.5	115
Witchery 2	Midway	Classic Zelda Gameplay	New Dungeons In Areas Lame	9.5	9.0	9.5	8.0	116
Witchery 3	Midway	Solid Gameplay	Jump Mode Is Pretty Lame	5.5	6.5	4.0	8.0	115
Witchery 4	Midway	Incredibly Addictive Play	The RPG Part Is Pretty Straightforward	9.0	8.0	8.0	8.0	113
Witchery 5	Midway	Two-Player Link-Up Play	New Music Wadd Sticks	9.0	9.0	8.0	8.5	115

## Intro to Syphon Filter

For those of you who are hoping that this game will be a hidden, third, again Syphon Filter is exactly what to expect. It's a harder than NFS, and you can expect to just be killed 20 to 25 times

is complete to learn this strategy is enough to get you started, check for Expert Center issue #37 for the full walk-through

## Weapons and Items

Throughout your sojourn as a hero in Syphon Filter, you'll gain a lot of knowledge of your gear. It's very important. Below is a complete list of the every weapon that you'll encounter. There are also some "bonus" items that you'll find, most of them being upgrades to the weapons you'll find. It's important to know what to expect when you're looking for a certain item, so you can find it.

**Mossed Gun**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**J&B Handgun**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**G-18 Pistol**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**RS-2 Sub**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**HS-5 Sub**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**Shotgun**  
Level 1  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**C. Shotgun**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**MP-02**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**M-16A2**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**K304**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**Syphon Rifle**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**MP Rifle**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**MP3**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**RS Grenade**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**Grenade**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**Taser**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**Flak Jacket**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**G4 Explosive**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**Flak Jacket**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**Flak Jacket**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**Flak Jacket**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

**Flak Jacket**  
Level 4  
Rate of fire: 40  
Exp: 1000  
Max: 1000  
Exp: 1000

Without the right gear, a substance like this can be very deadly.



## • Auto-Lock

Probably the most useful tactic in the game, the auto-lock is your key to success in Syphon Filter. By locking ID, you can lock onto the nearest enemy in your current weapon. This works for all weapons in the game, so it's a very useful tactic. There are a few things that can cause auto-lock to fail, so it's important to know when to use it. For example, if you're in a room with a door, you can lock onto the enemy in the room, but you can't lock onto the enemy in the hallway. This is because the auto-lock system only works when you're in a room.

**Shooting Angles:** When you lock onto someone and run all around them, you can shoot them from any angle. This is a very useful tactic, as it allows you to shoot enemies from behind, which is often the best way to kill them. You can also use this tactic to shoot enemies from a distance, which is useful for taking out enemies that are in a room with a door.

## • Magic Guards

One of the most interesting things in the game is the magic guard, which is a special type of guard that can be used to protect yourself from enemies. It's a very useful tactic, as it allows you to protect yourself from enemies that are in a room with a door. The magic guard is a very useful tactic, as it allows you to protect yourself from enemies that are in a room with a door.

## • Not So Magic Radar

Going back to the auto-lock, it's important to know that you can't lock onto enemies that are in a room with a door. This is because the auto-lock system only works when you're in a room. This is a very useful tactic, as it allows you to protect yourself from enemies that are in a room with a door.

## • Flak Jacket Enemies

When you see a flak jacket enemy, it's important to know that you can't lock onto them. This is because the auto-lock system only works when you're in a room. This is a very useful tactic, as it allows you to protect yourself from enemies that are in a room with a door.

## • Weapon/Item Management

One of the most important things in the game is the weapon/Item Management system. This system allows you to manage your weapons and items, which is a very useful tactic. It allows you to manage your weapons and items, which is a very useful tactic.

## • The Important Head Shot

As you progress through the game, it's important to know that a head shot is the best way to kill an enemy. This is because a head shot will kill an enemy in one hit, which is a very useful tactic. It allows you to kill an enemy in one hit, which is a very useful tactic.

## • Manual Aim

When you see a manual aim indicator, it's important to know that you can't lock onto the enemy. This is because the auto-lock system only works when you're in a room. This is a very useful tactic, as it allows you to protect yourself from enemies that are in a room with a door.

Strategies To Get You Started On The Hottest Games

JUMP START

See Expert Gomer issue #37 for the complete walk-through!



# Level 1: Georgia Street

**DIFFICULTY: EASY**

1. Clear out the Bank. After you've cleared out the Bank, you directly ascend and descend the set of stairs, which will go directly to the bank entrance. As you enter, you'll see a sign that says "Bank Entrance" and a sign that says "Bank Entrance" and a sign that says "Bank Entrance".

2. Eliminate Knowledge Registry Camera. Go to the Knowledge Registry Camera and eliminate it. The camera is located in the hallway. Use your flashlight to find the camera and eliminate it. The camera is located in the hallway. Use your flashlight to find the camera and eliminate it.

3. Fly on Power Switch. Go to the Power Switch and fly on it. The switch is located in the hallway. Use your flashlight to find the switch and fly on it. The switch is located in the hallway. Use your flashlight to find the switch and fly on it.

4. Enter the Subway. Enter the subway and proceed through the barred doors.

5. Tag the Virus Bomb. Once you've entered the subway terminal, use the Virus Bomb to tag the bomb. The bomb is located in the subway terminal. Use the Virus Bomb to tag the bomb.

6. Head Down the Elevator. From the side door, and fly the switch on the wall to bring up the elevator. You might need to equip your flashlight to find the power switch on the wall. This will collect the subway access and allow you to go to the next map.

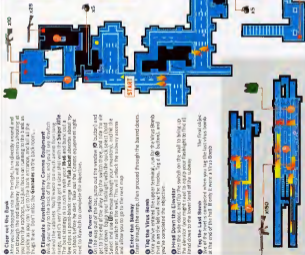
7. Tag the Last Bomb. The final objective of the level is completed when you tag the last Virus Bomb at the end of the hall. If only 1 more Virus Bomb



2. The Knowledge Registry Camera works best on this spy. You can strike him if you really want to.



6. Equip your flashlight to find the elevator switch. It's in the corner of this straight run.



## Parameters/Objectives

It takes a while to get the flow between parameters and objectives. In this level, the same parameters are often referred to in a broad or general sense, things you can't kill any CMC. Agents without flying abilities. Objectives are things that you must complete, while still completing the parameters. To use the same example, you should complete level one by eliminating all of the boss's guards without killing any CMC Agent.

## Checkpoints

The checkpoints are your saving grace in this game. Each time a new objective is completed, you can return to a save point. If you die, you return to that level. You will have to retrace those as you progress further into the game.

## Manual Reload

Never let your weapon run dry on its own. Constantly overlooked by some players, manual reloading saves you from running dry in a fight. The gun is to the point where it's almost out of ammo. Every time you fire a bullet (big or small), it says "reload" or "no more bullets" to tell you it's empty. It's better to have a high reload delay, but consistent damage, and probably end up hitting your target just as you

## Quick Weapon Select

This is one of the most useful to those who play, but don't realize it. If you're using a weapon, you can hold down the "Q" key to cycle through the weapons by holding "Q" and "1" and "2" and "3" and "4". If you don't want to jump through all your weapons.

## 180 Degree Spin

Here's another little tip that can make all the difference if used correctly. If you're using a gun (big or small) and you're using a gun, you can hold down the "Q" key to cycle through all your weapons.

## Danger Meter

At first, it's common to have games that the eye the danger meter. The danger meter is a "Q" key to cycle through all your weapons. The danger meter is a "Q" key to cycle through all your weapons. The danger meter is a "Q" key to cycle through all your weapons. The danger meter is a "Q" key to cycle through all your weapons.

## Mysterious Action Button

In the early levels of the game, you'll often be instructed by what the Action Button is. It's a "Q" key to cycle through all your weapons. The danger meter is a "Q" key to cycle through all your weapons. The danger meter is a "Q" key to cycle through all your weapons.





**power-up.** Select that power-up and press both "X" and "B" simultaneously. A special weapon effect will occur that varies in its weapon to weapon.



## Body Harvest

### Health Code

For the following cheat to work, enter your name as "CHAS" and begin a new game. In the middle of play, spell **CHASIBLE** with the controller (Down, Up, Right, A, B, Left, Right, C). This will restore your health, and if you are in a vehicle, it will restore the vehicle's fuel and shield.



## WCW/nWo Thunder

### Many Cool Codes

**All Wrestlers:**  
At the Title Screen, press R1(X), L1(A), R2(O), L2(B). Select to unlock all 120 wrestlers.

### Big Head:

At the Title Screen, press R1(X), R2, Select.

### Big Head, Hands, Feet and Weapons:

At the Title Screen, press R2(X), R1, Select.

### Height Meter:

At the Title Screen, press L2(A), R2(O), L1(X), R1(X). Select. Then, the offensive and defensive attributes of each wrestler may now be adjusted.

### View FMV Sequences:

At the Options Menu, press R2(O), L1(X). Select. Press Left+R to advance through the sequences. Right+R to move back, or Start(Z) to exit.

### Cape Ring in Any Type of Match:

Enter the Options Menu, highlight the "Weapons" ring selection, then press R1, R2, R1, R2, Select. If you entered the code correctly, the word "Cape" will be spoken. Since the Cape ring is not enabled with the "Ring Select" code, this is the only way to obtain it.

### Ring Select:

At the Options Menu, press R1, R2, R1, R2, Select. Now every time Select is pressed, the current ring will advance by one. To move in reverse, press L1, L2, L1, L2, followed by Select.

### Dancing Wrester:

Enable the "Ring Select" code, then choose the USD ring to have dancing wrestlers. Press (L) to go to the other side of the ring (except for Battle Royal) or L2 for a small dance move.

**Roderick Lucky Tank, XL**



## Knockout Kings

### Multiple Codes

These codes are a bit tricky to enter. You must be very accurate to make them work. Make sure you hear a bell sound each time you

enter a command (for the bear and big head code). If you don't hear a bell, start the trick over again from the beginning. Once you enter the code correctly, you'll hear a "beehoo!" sound.

### Box as a Bear:

At the Main Menu, press Right+Square, Right+Triangle, Right+Circle, Right+X. If you entered the code correctly, you will hear a sound. Then select any bear to play as a bear.

### Big Head Mode:

At the Main Menu, press Left+Circle, Left+Triangle, Left+Square, Left+B. If you entered the code correctly, you will hear a sound.

### Begin Energy:

When given a chance to hit the heavy or speed bag between fights, hold L1+L2+R1+R2 to regain two to eight parts of energy, depending on how long the buttons are held.

## Star Wars: Rogue Squadron



## Moto Racer 2

### Cool Cycle Codes

**Fastest Bike:**  
Press Up(X), Right, Left, Triangle, B at the Main Menu.

### Higher Jump:

Press Left(Z), Up(Z), Right(Z), Down(Z), Square, Triangle, B at the Main Menu.

### Other Racers Limited to 50 mph:

Press Circle, Square, Right, Left, L1,

# Top Five tricks

## 1 The Legend of Zelda: Ocarina of Time

### Hidden Pictures

Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. To your left and right, there will be windows. Look (with Up+C) to the right window and you will see pictures of Toad, Mario, Luigi, Bowser and Princess Toadstool. Now, take aim with your Slingshot and shoot at the window. A red rope will pop out and you can collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you and throw a bomb back at you!

## 2 Star Wars: Rogue Squadron

### Wazy Cheats

**Infinite Lives Cheat:** At the Progresses Screen, enter 88YEAH.

**Fly the Millennium Falcon:** At the Progresses Screen, enter 88YEAH.

**Fly the Tie Interceptor:** At the Progresses Screen, enter 88YEAH. See the Interceptor is hidden behind the Millennium Falcon. After you have entered both the Millennium Falcon cheat and the Tie Interceptor Cheat, go over to the Millennium Falcon, then press Up on the analog stick. The camera will pan around to the Tie Interceptor!

### All Power-Up:

At the Progresses Screen, enter 88YEAH.

## 3 Crash Bandicoot: WARPED

### Free Apples

When you are playing a level that has the rock-throwing monkeys, after you have destroyed the maze that they occupy, you can jump on the monkeys and get free apples.

# Top Five tricks

Continued

## 4 GoldenEye 007

### Secret Level Editor

Once you finish every single level in the game on the "00 Agent" difficulty setting (plus bonus levels 19 and 20), a special "007 Mode" will open. This is an Editor Screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy and Enemy Reaction Speed!

### Different Paired Weapons

To do the trick, you must know two of the second set of paired weapons out. Then press and hold the A button. Before you cycle forward to the next weapon, press Z twice. Release the A button and press A once. Press Z two or three times to fire your weapons. If done correctly, the last shot should have landed your gun in place long enough for the next gun to cycle into your hand.

### Same Player In Multiplayer

Play in Multiplayer Mode using two of the same character. To do this, plug in four controllers. Enter Multiplayer Mode and select four characters with each controller, having players three and four be the duplicates. Then go back to the Multiplayer Screen and unplug controllers three and four. Have players one and two then choose the players where three and four were. Then go back to the Multiplayer Screen once again and plug players three and four back in. Be sure to change the Player Option back to four. Now when you begin your match, there should be two of the same character!

## 5 Tomb Raider III

### Incredible Cheats

In the middle of the game without pausing, enter any of these cheats as shown:

All Weapons: L2, R2, R3, L2, L2, L2, L2, L2, R2, R2, R2, R2, L2, R2, L2, R2, L2, R2, L2, R2, L2, R2, L2, R2. You will hear a scream.

88 Energy: R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, R2, L2, L2, L2, L2. You will hear her grant.

Level Skip: L2, R2, L2, R2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2. Lara says "Wo...! All Secrets (Access All Hallows): L2, L2, R2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2. Lara will sigh.

R1, Z at the Main Menu

Sean A. Davis  
Fort, MI



## Marvel Super Heroes vs. Street Fighter

(Note: This trick works on a preproduction version of the game and is subject to change.)

### Hidden Characters

These characters can be used in any mode of the game.

#### For Armored Spider-Man:

Go to Spider-Man, hold Select and press any button.

#### For Dark Sakura:

Go to Hulk, hold Select and press any button.

#### For Megablok:

Go to Omega Red, hold Select and press any button.

#### For Shadow:

Go to Dholin, hold Select and press any button.

#### For Dark Zangief:

Go to Blackheart, hold Select and press any button.

#### For U.S. Agent:

Go to M. Bison, hold Select and press any button.



## Nectaris: Military Madness

(Note: This trick works on a preproduction version of the game and is subject to change.)

### Suzy Passwords

- |             |             |
|-------------|-------------|
| 1. BENDAL   | 17. LAONAR  |
| 2. HUNDRA   | 18. ARDNATH |
| 3. CUBER    | 19. REBINC  |
| 4. MARLIN   | 20. MILDAM  |
| 5. BAYARD   | 21. DARVIN  |
| 6. WILDLEY  | 22. YELBEW  |
| 7. PRIBER   | 23. WENRAP  |
| 8. MIPWEL   | 24. LERREM  |
| 9. ERAGA    | 25. ACHATI  |
| 10. BARIAL  | 26. LAJANS  |
| 11. SAVAGE  | 27. ESAPVS  |
| 12. VALRET  | 28. TELAM   |
| 13. MALISCH | 29. RESQAM  |
| 14. HIBMER  | 30. HIGHER  |
| 15. BUSLEY  | 31. YELSB   |
| 16. WEANCE  | 32. CENENM  |

## Oddworld: Abe's Exoddus

### Heat Section Warp

During the game, hold the R2 button and press Circle, X, X, Square. Square will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. Be warned: Skipping sections of the game will decrease the number of saved Whodunks in the game!



## R-Types

### Game Cheats

#### Level Select:

Highlight either the "R-Type" or "R-Type II" options at the Title Screen. Quickly press L2(R2), R2(R10). Begin gameplay and press Start to access the Stage Select and F/W sequences within the Menu options. Choose your stage and then press X to begin.

#### Slow Down Ship:

Pause gameplay in R-Type or R-Type

II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.

### Speed Up Ship:

Pause gameplay in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, Circle.



## X-Games: Pro Boarder

### Circuit and All Levels Code

**Circuit Option:** On the Main Menu, access the Options, highlight and enter the Password option. Now enter the code as shown: X, Circle, X, Triangle, Triangle, Square.

**Open All Levels:** Access the Options from the Main Menu, highlight the Password option and enter the code: Square, Triangle, X, Square, Circle, Circle.



## NFL Blitz

### Blitz Codes

From the Main Menu Screen, choose Exhibition Mode and then pick your team. At the Matchup Screen, press the following buttons for the code results as shown:

#### No Fumbles:

Start, Start, Start, Start, B, B, A, A, A, Down.

#### Infinite Turbos:

Start, Start, Start, Start, Start, B, A, A, A, Up.

#### Night Game:

Start, Start, B, B, A, A, Right.

#### No Poincaré:

Start, Start, Start, B, B, B, A, A, Left.

#### Invisible Receiver:

Start, Start, Start, Start, B, B, B, A, A, A, Up.



Wild game, baby.

Next party, lose the piffata. New Point Blank™ 2 allows up to 8 of your gun-crazed pals to unload on over 70 wild and wacky shooting scenarios - from fish and fowl to ninjas and gangsters. Blast through an all-new Arcade Mode, Theme Park Mode, Endurance Mode - plus a VS. Mode for the perfect head-to-head (no pun intended) party game. Point Blank 2. Time to get pistol whipped.



Gundlach for use with software that displays the Gundlach icon.  
Point Blank™ 2 sold with Gundlach and without.

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# Get Some!

Cool stuff you could probably live without, but shouldn't

## Ride Around Town On My Lowrider Bicycle

OK, so maybe this isn't the coolest bike the least a Boyz had in mind when they wrote this lyric, but it's certainly cooler than most fancy low-speed mountain bikes out there—and a hell of a lot cooler! This classic **Orange Meanie** from Schwinn is just one of many reproductions they have on the way. These phat-looking wheels were originally released in the late '60s—now's your chance to snag a piece of pop-culture history fairly cheap.

Price: Around \$40  
[www.schwinn.com](http://www.schwinn.com)



## Buddy Holly Meets Mad Max Meets...

In addition to the soundtrack below, **Six String Samurai** from Prime Pictures is now available on VHS and DVD. This "post-apocalyptic desert spectacle of sword, adventure and rock 'n' roll" is delightfully funny, and there's a good thing in short. In 1957 the bomb goes off and the Russians take over. Elvis becomes king of what's left of America. Forty years later, he dies. A LOT of strange people try to save his bacon. Enter: Buddy (the guy he love). Action ensues.

Price: Around \$60 (soundtrack), \$30 (VHS), \$30 (DVD)  
[www.sixstringsamurai.com](http://www.sixstringsamurai.com)



## Shock It!

Sure, these watches might seem a little intimidating at first sight, but after close inspection these **G-Shock** watches from Casio really look some-uns. They look like they're from the future for crying out loud! Casio offers a slew of different G-Shock watches with various abilities, but the functions of those pictured include an alarm, a stopwatch and luminescent light.

Price: Around \$300 each (left: DW5048K-1A; right: DW5020S-10)  
[www.gshock.com](http://www.gshock.com)

## DVD Release List

as of 02/09/99

### March

12 Monkeys (DTS)  
A Fish Called Wanda  
Apollo 13 (DTS)  
Batteries Not Included  
Black Hole  
Broken Arrow  
Cartoons That Time Forgot  
Die Hard  
Die Hard 2  
Die Hard 3: With A Vengeance

Die Hard Triple Pack  
Friday  
Grease Child  
Halloween: HD  
Hushers  
Iron Eagle 4: On The Attack  
Jackie Chan's First Strike  
Joe's Apartment  
Mighty Aphrodite  
Pink Panther  
Pink Panther Strikes Again

Matlow (DTS)  
Pleasantville  
Polserne #2  
Polserne #3  
Possible Adventure  
Romeo Is Bleeding  
Rock Star  
Shrewsbury Redemption, Spec.Ed  
Speed 2: Cruise Control  
The Nutty Professor  
Volcano

### Waterboy

### April

Armageddon: Special Edition  
Down At The Beach: Director's Cut  
Kinky Boots: Life Of Bruce  
Tomb Raider

## Totally Tweaked Tin Toys!

Seems like everything that goes around, comes around. Look at retro video games and how they're made a comeback. We'll do the same way in the world of toys to a certain degree. Many of the classic tin toys that were made in the '50s and '60s, but that's OK since there's more and more tin toys on the market today. Robot USA's series lines are of the highest quality since they're designed and manufactured in Japan by the same company who made the originals way back when. In addition, the original award winning box set for each of the toys is downright beautiful. Visit the Web site below to see all of the types of toys Robot USA has to offer. If you're into pop culture, this may be a dream come true.

Price: \$29.99 each, \$29.99 each, \$29.99 each  
[www.robotusa.com](http://www.robotusa.com)



## Tickle The Ivories

Needles looking damned cool with a mouthful fresh and a bunch of knobs, the Yamaha DXR keyboard is truly a powerful piece of equipment.

Not only does the keyboard allow you to play all kinds of funky preset brass parts, loops and sax riffs, its digital sampling functions let you create some original bad-ass riffs.

Price: Around \$300  
[www.yamaha.com](http://www.yamaha.com)



## It's Like ACID Without The Flashbacks

It's not often that we cover PC software in JGM—but Son's Foundry's **ACID Music** is just too incredible not to cover. This powerful Windows program allows you to load up standard audio files and keep them for some sweet hip-hop, drum 'n' bass and/or electronic music action. It's as simple as dragging and dropping files and extending them for as long as you want. In addition, there are a load of loop libraries to purchase, available in a variety of musical genres.

Price: Around \$50

[www.sonfoundry.com](http://www.sonfoundry.com)



# The Final Word



## Emulation Is No Cause For Celebration

I am a true believer in the separation of church and state when it comes to gaming on a computer and gaming on a console system. And it's no different in the case of PlayStation emulation: Emulating vintage console systems and rare arcade machines is one thing, since you can't walk on over to your favorite video game retailer and buy games for your Atari or Colecovision or play (at least in your neighborhood arcade perhaps) a licensing fee of some sort should be in order for the so-called shareware-type emulators. But to emulate a highly and extremely popular video game system and then sell it on store shelves just doesn't seem right—legal or not.

To offer what's essentially a PlayStation for \$50 when you already own a computer, making it all the more easy for pirates to post and grab games from illegal warez sites on the Net, could potentially kill the video game industry. It's a scary thought and it's quite probable in the long term. It's like a doming effect: If these PlayStation emulators hit the market and do well, what's next? A Dreamcast emulator? And who knows what beyond that (Nintendo 64 and Game Boy emulators don't apply since games for these systems are on cartridge, making retail emulators illegal from the get-go—you'd have to use pirated ROM images). So now when new systems are released, computer emulators are on the market soon after? Yeah, that sounds like it'll be good for our industry.

Since computer technology is advancing so quickly and console systems are being released more and more frequently, the time around time for these emulators is getting shorter and shorter. At the same time, pirates continue to find ways to distribute illegal software. These emulators make it that much easier to play pirated games on a computer. No, this is not what

Connectix (with its VGS on a 60 megabyte Macintosh) had in mind, but it'll happen—it's not a perfect world. I think computer gamers who don't own a PlayStation should spring the \$50 for one—Lord knows they can afford it if they're shelling out a few thousand for a new PC or Mac.

When it comes to technology, people often get so excited about finding out whether or not they can do something that they forget to ask themselves whether they should. Now, I'm not suggesting Connectix is making its emulator to purposely harm the video game industry in any way, but perhaps they haven't thought of the consequences.

Emulation is a cool idea—but it's not so cool when it could kill the gaming industry.

When Jeff Goldblum's character is talking about the ethics of science and messing around with cloning DNA when scientists probably shouldn't. He compares the situation to a kid who gets excited when he finds his dad's gun without realizing the consequences of his actions. It's the same thing in this case.

Yeah, emulating a powerful machine like the PlayStation on a computer is a cool idea. The programmers who are making these emulators must be very talented to come up with the code without the help of Sony gurus. But can't they just be happy with the accomplishment of actually pulling it off in the first place without having to sell it to the mass market? Apparently not. Think of the consequences.

Emulating a powerful machine like the PlayStation on a computer is a cool idea. The programmers who are making these emulators must be very talented to come up with the code without the help of Sony gurus. But can't they just be happy with the accomplishment of actually pulling it off in the first place without having to sell it to the mass market? Apparently not. Think of the consequences.



Emulation is a cool idea—but it's not so cool when it could kill the gaming industry.



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EXCLUSIVE GAME COVERAGE

## EXPERT GAMER



April 1999

On sale March 23

Expert Gamer makes it easier to defeat the dead in the Soul Reaver guide.



A visit that causes people to go insane and deadly monsters... you'll need the Legia guide!



Learn how to use all the new extras for the Nintendo 64 version of Vigilante 8.

It's no joke...the April issue of Expert Gamer will have the best strategy guides on the hottest games. First, see how Vigilante 8 for the Nintendo 64 compares with the PlayStation version, plus find out about the added "extras" like the four-player mode. Next, XG finally has the strategy

on Soul Reaver. The guide will pinpoint trouble spots as well as give helpful hints on how to conquer this game.

And in the Legend of Legia strategy, XG adds you in your quest to stop the weird mist with detailed maps and advice on monsters and Bosses!



The same development team that brought you Destruction Derby is hard at work on their latest title—Sewer (left). If you're used to driving upside down, on walls and in ditches (you're crazy), you'll love Psychosis: Rallies (right).

There's tons of RPGs hitting the PlayStation these days, that's why we're putting together a special RPG Month with coverage of Final Fantasy VIII, Shadow Madness, Lunar: Silver Star Story, Legend of Legia and more!

We'll also preview 3Drome, NBA Shoot Out '99, Need for Speed: High Stakes, MLS 2000 and

Soul of the Samurai as well as Drive: the race-chase game created by the same developers that created Destruction Derby.

But we're not just about previews and features, we'll have reviews of Psychosis: Rallies, Pro 10 World Tour Golf, Point Blank 2, Army Men 3D, Base A-Move '99, Rush Down and Bomberman Fantasy Race.

## Official U.S. PlayStation Magazine

April 1999

On sale March 16

With Final Fantasy VIII on the way, Shadow Madness, Legend of Legia and Lunar Silver Star Story, RPGs are in full force on the PS.



\*All editorial content is subject to change

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001001	001002	001003	001004	001005	001006	001007	001008	001009	001010	001011	001012	001013	001014	001015	001016	001017	001018	001019	001020	001021	001022	001023	001024	001025	001026	001027	001028	001029	001030	001031	001032	001033	001034	001035	001036	001037	001038	001039	001040	001041	001042	001043	001044	001045	001046	001047	001048	001049	001050	001051	001052	001053	001054	001055	001056	001057	001058	001059	001060	001061	001062	001063	001064	001065	001066	001067	001068	001069	001070	001071	001072	001073	001074	001075	001076	001077	001078	001079	001080	001081	001082	001083	001084	001085	001086	001087	001088	001089	001090	001091	001092	001093	001094	001095	001096	001097	001098	001099	001100
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002001	002002	002003	002004	002005	002006	002007	002008	002009	002010	002011	002012	002013	002014	002015	002016	002017	002018	002019	002020	002021	002022	002023	002024	002025	002026	002027	002028	002029	002030	002031	002032	002033	002034	002035	002036	002037	002038	002039	002040	002041	002042	002043	002044	002045	002046	002047	002048	002049	002050	002051	002052	002053	002054	002055	002056	002057	002058	002059	002060	002061	002062	002063	002064	002065	002066	002067	002068	002069	002070	002071	002072	002073	002074	002075	002076	002077	002078	002079	002080	002081	002082	002083	002084	002085	002086	002087	002088	002089	002090	002091	002092	002093	002094	002095	002096	002097	002098	002099	002100
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### New Accessories

003001	003002	003003	003004	003005	003006	003007	003008	003009	003010	003011	003012	003013	003014	003015	003016	003017	003018	003019	003020	003021	003022	003023	003024	003025	003026	003027	003028	003029	003030	003031	003032	003033	003034	003035	003036	003037	003038	003039	003040	003041	003042	003043	003044	003045	003046	003047	003048	003049	003050	003051	003052	003053	003054	003055	003056	003057	003058	003059	003060	003061	003062	003063	003064	003065	003066	003067	003068	003069	003070	003071	003072	003073	003074	003075	003076	003077	003078	003079	003080	003081	003082	003083	003084	003085	003086	003087	003088	003089	003090	003091	003092	003093	003094	003095	003096	003097	003098	003099	003100
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### Game Boy Color

004001	004002	004003	004004	004005	004006	004007	004008	004009	004010	004011	004012	004013	004014	004015	004016	004017	004018	004019	004020	004021	004022	004023	004024	004025	004026	004027	004028	004029	004030	004031	004032	004033	004034	004035	004036	004037	004038	004039	004040	004041	004042	004043	004044	004045	004046	004047	004048	004049	004050	004051	004052	004053	004054	004055	004056	004057	004058	004059	004060	004061	004062	004063	004064	004065	004066	004067	004068	004069	004070	004071	004072	004073	004074	004075	004076	004077	004078	004079	004080	004081	004082	004083	004084	004085	004086	004087	004088	004089	004090	004091	004092	004093	004094	004095	004096	004097	004098	004099	004100
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